



DUEL MASTERS

SEMPAI LEGENDSTM

LIMITED EDITION

This game has received the following rating from the ESRB



PRIMA OFFICIAL GAME GUIDE

Michael Searle



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Become the Ultimate Champion!

We all start with a handful of common cards. Given time, though, you will build up a collection of cards that will make Shobu wonder what he's been doing all this time. While you travel around the world and duel opponents easy and hard, your collection grows into a powerhouse of creatures and spells. Each victorious duel makes your deck that much better.

Will you embrace the creatures of the Light or will you side with the powers of Darkness? Does the speed of the Fire civilization ignite your desire to win every duel, or would you rather play a calm, relaxed Water deck? Try out all five civilizations; try out the thousands of deck ideas in the game, and by the time you become a Master Duelist, you'll know all 180 cards better than the letters of the alphabet.



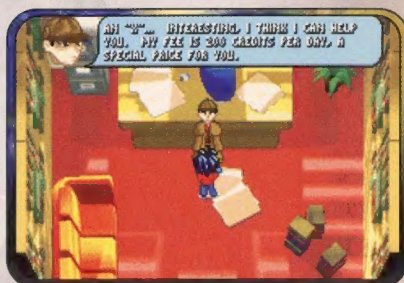
From village to big city, you will find dozens of adventures waiting for you.

Daring Duels



Each time you win a booster pack, check your deck to see if it can be improved with those cards.

When you begin a game of *Duel Masters: Sempai Legends*, you will comb the world in search of adventure. You begin in your bedroom where a quest unravels around you after a very important card is stolen from you on your birthday. Your parents send you to a neighboring village to hire a private detective to help in the search, and from there you end up dueling in all the village and city tournaments to chase after the mysterious Mr. X in the capital city. Beat Mr. X in the land's biggest tournament, and you'll regain your long-lost card and gain the respect of all your fellow duelists.



After you meet Detective Kline, he sends you on a quest to gain the seven game medals.

Become the Ultimate Champion!

On your search for adventure, you will battle other duelists with your deck. You can manage the deck at any time, and after each battle, improve your chosen deck with any new cards that contribute to its theme and power. Whenever you choose to duel, the game switches from the world setting to a separate tournament area where your deck and your opponent's deck fight it out head to head. You repeatedly duel this tournament environment, so make sure your best creatures and spells are always ready to go.

Training for Tournaments

The "Journeying Around the World" section of this guide gives the scoop on the best places to duel, how to make the best trade possible, what reputation level you must have in order to enter all the city tournaments, and more.

To learn everything about dueling, turn to the "Mastering the Duel" section. You'll learn how to play your mana correctly, when to use your destruction spells to the maximum effect, and how to finish off your opponent at the end of a game. For those who already know the *Duel Masters* basics, the "Mastering the Duel" section offers tips and tricks for the advanced player to win a few more close duels.



You will know the ins and outs of the battle interface shortly.

There is also a chapter for each civilization. Whether you want to play Darkness, Fire, Light, Nature, or Water, each section tells you how the different civilizations compare to each other, what the best cards are for that particular civilization, and gives you three sample decks to fully exploit the powers of that civilization.



The strengths and weaknesses of the different civilizations are detailed in their respective sections.

For those of you stuck in the world, the "Adventure" sections give you the complete walkthrough for all the game adventures. Unsure of where to go after Detective Kline asks for the Greenwood medal? The "Greenwood Village" section lays out the full details. Want to know how to enter the capital and go after Mr. X? Read all about it in the "Lakeburg City" section.



If you're unsure of what a card does in the middle of a battle, flip to the "Card Guide" section for easy reference.

Finally, the "Card Guide" section shows all the *Duel Masters: Sempai Legends* cards. You can look up your favorites or study the ones you haven't seen before, so they don't surprise you in your next tournament. Each card describes how powerful it is and has a ranking so you can compare all the cards in your collection.

Deck Trek



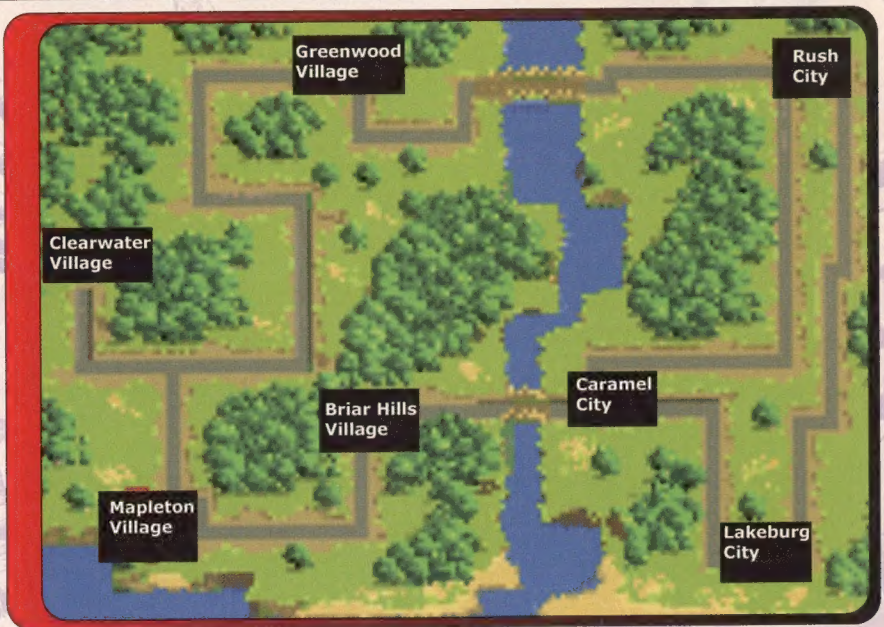
Your quest for cards will take you to the far reaches of the world.

No two *Duel Masters: Sempai Legends* games ever play the same. You can duel a hundred times with the village and city kids and you'll never have the same experience as your friends who play the game. Finding all the game cards is challenging, but you won't be on top of the world until you build the perfect deck and capture all the tournament medals in the game. Only then will you be the ultimate Duel Master.



Journeying Around the 2 World

Your background may have a lot of nooks and crannies to explore. Eventually, though, you leave Mapleton and explore the great outdoors. From the night Mr. X crawls into your room and steals your prized possession to the ultimate tournament in Lakeburg City, you will see many mysterious and wonderful things in *Duel Masters: Sempai Legends*. For a tutorial on how to get the most out of your worldly travels, read on faithful pilgrim!



Objective Thinking



You won't stay in Mapleton Village for long.

When your first adventure begins outside of Mapleton, the map on your main menu will be your constant companion. Whenever you're unsure of what to do next, call up the map and read along the bottom strip. Your current objective

is displayed there and includes tasks such as finding Detective Kline in Greenwood Village to becoming the champion of Caramel City.



Call up the map whenever you need to refresh your memory on the current objective.



Tip You can explore many places. Follow your main objective as much as possible.

The world is a big place, and you can explore any of the four villages in the early part of the game. The two bridges that divide the world are not accessible until you win the tournament in Clearwater Village, so don't be discouraged if you can't find a way across to the eastern half. After you're allowed to explore the cities, the bridges open up for you.

Journeying Around the World



Once the bridges open, you can walk around the eastern section of the world.

Out in the wilderness, prepare to duel as if you're life depended on it. Maybe it's not a matter of life and death, but it is a matter of reputation and deck tuning. Traveling calls duelists to challenge you. Whenever you run into a fellow duelist—which may be four or five times between trips to villages or cities—you will be asked whether you want to battle or not. If you choose to duel, you have a chance at earning more reputation points and a five-card booster pack to add new cards to your collection. If you skip the duel, you can continue on your journey without penalty.



Beat duelists out in the wilderness to earn valuable reputation points.



Tip Before you meet a duelist out in the wilderness, the duelist's primary civilization symbol flashes before the challenge. Pay attention and you'll have an idea of what deck your opponent has chosen.

You can always fight duelists out in the wilderness. To search for challengers, find a spot near a village or city and walk around that place. After a few steps, you should trigger an encounter. Duel and repeat the process until you get tired of battling. Since you're adjacent to the village or city you want to be in next, simply dart into the place to avoid any more dueling.



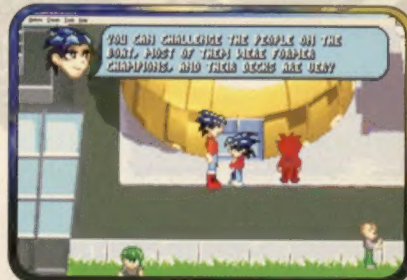
Each victory gives you another booster pack and five cards.

Conversely, you can avoid duels in the outside world. Depending on where you are in the game—maybe you want to progress the story and advance to the next village quickly, or maybe you don't have time to get into a few more battles—you may want to duck a challenge. Instead of following the roads, cut across the world in a straight line toward your target. Forests get in your way, but you can loop around them and still reach your destination faster—and with less duel encounters—than following the beaten path.



Head straight for your destination if you want to avoid duels.

Talk the Talk



Certain characters advance the storyline. You must talk to them.

Out in the wilderness, conversations depend on whether you want to duel or not. Inside the villages and cities, it's a different story—you should talk to everyone.

First off, certain characters continue the storyline. You must talk to your parents, for example, to start your quest for the stolen birthday card. Then you must see Detective Kline in Greenwood Village to continue the bigger story. If you don't talk to these characters, you will not progress through the game.



Some characters say "hi" and others give you basic strategy tips.

Secondly, some characters give you basic strategy tips. By communicating with all the characters you see in an area, you learn valuable information and ensure that you don't miss anything on your quest to be the best.



By talking to everyone, you figure out who is a duelist and who is not.

Thirdly, by talking with everyone in a village or city, you weed out which characters are there to talk and which ones are there to duel. Certain characters walk around the area, ready to battle if you challenge them. If you pay close attention, you find easy duelists that give you less experience for a victory, and you find hard duelists that give you more experience for a win.



After you've visited each village a few times, you'll learn all the hot spots, such as the trading and tournament centers.

Plus, by conversing with everyone, you'll learn the maps quickly, so the next time you visit, you'll know the location of everything. Whether you want to find the trading center, the tournament center, or the house that holds the block champion for a really tough duel, your conversations explore it all for you.



You can only talk for so long before you enter a duel with a Fire, Light, or other player.

Reputation Rank



Your reputation starts low in your house, but you'll need to increase it quite high to enter tournaments.

Back in your hometown, you had a reputation of sleeping late and doing your homework only when your parents made you do it. Once you get your first set of *Duel Masters* cards, reputation takes on a whole new light.



It's possible to gain a very rare card like Rayla, Truth Enforcer through a random duel.

When you cobble your first deck together, you begin as a trainee. The more duels you win, the more experience you acquire and the higher you climb on the reputation rankings. Early on, you only receive up to 50 reputation points for winning a match. Later in the game, you can win up to 400 reputation points for beating a special character in the game.



Duel wins earn you reputation points to unlock the key tournaments.

No matter how sound your strategy is or how good your deck has become, you can't enter the local tournaments without a good reputation. The first tournament in Greenwood, for example, won't open its doors to you until you've become a Beginner at 400 experience points. The doors of the capital city, Lakeburg, won't even open to you until you've become a Professional with 9,000 experience points under your belt.



You start out at the bottom of the reputation ladder, but you will get good enough to win tournament prizes.

Once you win the Lakeburg tournament, you become a Master Duelist. But that's only Level 25! The game goes all the way up to Level 100, so if you want to be the best of the best, challenge everyone in sight to climb up the chart and into the stratosphere.

Journeying Around the World

Reputation Rankings

Level	Exp Req	Rank	Tournament Unlocked	Level	Exp Req	Rank	Tournament Unlocked
1	0	Trainee	—	43	46,000	Master	—
2	100	Trainee	—	44	47,500	Master	—
3	200	Trainee	—	45	49,000	Master	—
4	300	Trainee	—	46	50,500	Master	—
5	400	Beginner	Greenwood	47	52,000	Master	—
6	500	Beginner	—	48	53,500	Master	—
7	700	Beginner	—	49	56,000	Master	—
8	900	Amateur	Briar Hills	50	57,000	Master	—
9	1,100	Amateur	—	51	58,000	Master	—
10	1,400	Amateur	—	52	60,000	Master	—
11	1,700	Amateur	—	53	62,000	Master	—
12	2,000	Duelist	Clearwater	54	64,000	Master	—
13	2,300	Duelist	—	55	66,000	Master	—
14	3,200	Duelist	—	56	68,000	Master	—
15	4,100	Advanced	Rush City	57	70,000	Master	—
16	5,000	Advanced	—	58	72,000	Master	—
17	6,000	Advanced	—	59	74,000	Master	—
18	7,000	Advanced	—	60	76,000	Master	—
19	8,000	Advanced	—	61	78,000	Master	—
20	9,000	Professional	Caramel City	62	80,000	Master	—
21	10,000	Professional	—	63	82,000	Master	—
22	11,500	Professional	—	64	84,000	Master	—
23	13,000	Professional	—	65	86,000	Master	—
24	14,200	Professional	—	66	88,000	Master	—
25	15,700	Master	Lakeburg	67	90,000	Master	—
26	17,000	Master	—	68	92,000	Master	—
27	19,500	Master	—	69	94,000	Master	—
28	21,000	Master	—	70	96,000	Master	—
29	22,500	Master	—	71	98,000	Master	—
30	25,500	Master	—	72	100,500	Master	—
31	28,000	Master	—	73	103,000	Master	—
32	29,500	Master	—	74	105,500	Master	—
33	31,000	Master	—	75	108,000	Master	—
34	32,500	Master	—	76	110,500	Master	—
35	34,000	Master	—	77	113,000	Master	—
36	35,500	Master	—	78	115,500	Master	—
37	37,000	Master	—	79	118,000	Master	—
38	38,500	Master	—	80	120,500	Master	—
39	40,000	Master	—	81	123,000	Master	—
40	41,500	Master	—	82	125,700	Master	—
41	43,000	Master	—	83	128,400	Master	—
42	44,500	Master	—	84	131,100	Master	—



Reputation Rankings (continued)

Level	Exp Req	Rank	Tournament Unlocked	Level	Exp Req	Rank	Tournament Unlocked
85	133,800	Master	—	93	160,000	Master	—
86	136,500	Master	—	94	165,000	Master	—
87	139,200	Master	—	95	170,000	Master	—
88	141,900	Master	—	96	175,000	Master	—
89	144,600	Master	—	97	180,000	Master	—
90	147,300	Master	—	98	185,000	Master	—
91	150,000	Master	—	99	190,000	Master	—
92	155,000	Master	—	100	195,000	Master	—

Booster Packs



Your greatest supply of cards comes from victory booster packs.

After your first victory, you can enjoy those new cards that come out of a booster pack. Each booster pack contains five cards, and the ones that are new to your collection will be noted. You have a 57 percent chance of gaining a common card, a 30 percent chance of netting an uncommon, and a 10 percent chance of getting a rare. Only one card out of every 50 has a shot of being a very rare card, and only one card in 100 will be a super rare!

Booster Pack Odds

Card Rarity	% Chance
Common	57%
Uncommon	30%
Rare	10%
Very Rare	2%
Super Rare	1%

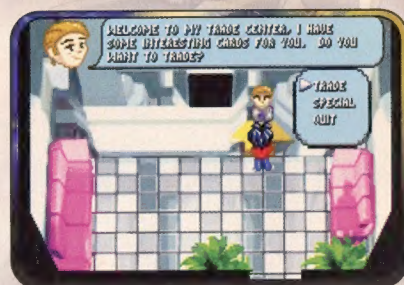
Until you defeat Mr. X in the Lakeburg tournament, all your booster pack cards will be from the base set of cards. The base set constitutes all the civilization cards on the top part of your deck manager, beginning with Darkness' Skeleton Solider, the Defiled and ending with Water's Aqua Sniper. You will only receive cards from the bottom of the list, from the Darkness' Horrid Worm through Water's Crystal Paladin, after you beat Mr. X in the Lakeburg tournament. In village victories, after you unlock the new cards, there is about a 60 percent chance that the cards will come from the base set; in cities there is about a 40 percent chance. In the capital, you have approximately a 30 percent chance of gaining a base set card and a 70 percent chance of receiving a new card from the bottom of your deck manager's list.

Trading Places



To build up a superior collection, you must visit the trading center often.

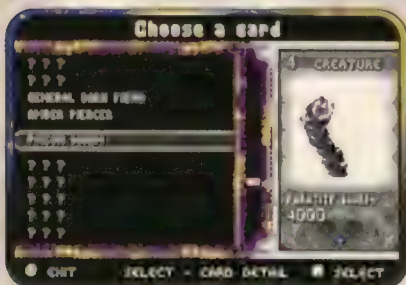
Before you're a Master and have a near-infinite supply of cards to build decks from, you must start small and visit the trading centers often. You may only be trading for one card at a time, but it's a slow upgrade to your card pool.



You can trade for any civilization's cards at the center.

Each village or city has a trading center, in which you can enter and trade. If you select a normal trade, a big card pops up with one, two, or three smaller cards to the right of it. The big cards are the cards you receive in the trade. The smaller cards are the cards you give up (from your trunk) to gain the card. If you like the trade, agree to the trade and the card is yours.

Journeying Around the World



Normal trades are free. Special trades require a duel.

Small trades like that are a great way to improve your deck. Early on, trade away the civilization cards you aren't playing to build up in one or two colors. After you begin consistently winning, you can start collecting all five civilizations, but it may be impossible to do that in the beginning.



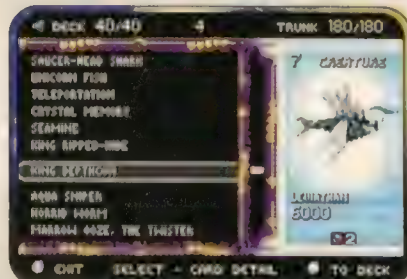
Each civilization has a color.

Civilization Colors

Civilization	Color
Darkness	Black
Fire	Red
Light	Yellow
Nature	Green
Water	Blue



The only time you lose cards in a duel is for a special trade. Before you battle for a special ante card, make sure you don't mind losing what you have offered up from your trunk.



Very rare and super rare cards are easier to obtain through special trades.

Special trades can work wonders for your deck too. Scroll down the menu for any card that you want. Normally, you should select a very rare or super rare card from the list, since they are so hard to come by in a regular booster pack. You must ante up three cards from your trunk to proceed to the special trade match.



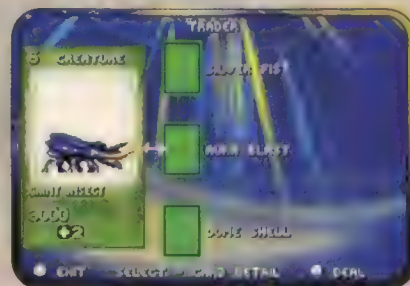
Tense duels can be fought over special trade cards.

Special trade cards don't come easy. You must win a duel to win the card, and if you lose the card, the challenger gains the three cards you anted up from your trunk. Make sure you're on the top of your game during special trade duels!



Hang around the trading centers until you find what you want.

Stay in the trading center for a while at each village or city. The normal trades cycle through in sets of five, one card from each civilization. Check them all out to make sure you haven't forgotten a card that you wanted. You can duel for special cards forever, and it's the best way to power up your deck.



Your collection starts one trade at a time.

Between booster packs from duel wins and trades at the trading center, your card pool should steadily grow. It takes a skillful trader to negotiate the good deals. With practice, you will have the biggest collection on the planet!

The following tables show you where the best trades are in the game. If you are trading in a certain village or city, you can look up what cards are being offered through the local trading center at a glance. Just check the table that matches your current village or city and find the cards after the most recent game objective that you've completed. The cards listed are the cards at the local trading center window.

Mapleton Trades

After Objective "Celebrate your birthday at home"

Card Received	Cards Given
Stinger Worm	Bloody Squito; Black Feather, Shadow of Rage
Onslaught Triceps	Fatal Attacker Horvath
Iocant, the Oracle	La Ura Giga, Sky Guardian
Poisonous Mushroom	Golden Wing Striker
Aqua Soldier	Aqua Hulkus

After Objective "Win the Greenwood duelists tournament for Kline"

Card Received	Cards Given
Gigagiele	Bone Spider; Ghost Touch
Draglide	Onslaught Triceps; Crimson Hammer
Lah, Purification Enforcer	Iocant, the Oracle; Iere, Vizier of Bullets
Storm Shell	Steel Smasher; Poisonous Dahlia
Tropico	Hunter Fish; Aqua Soldier

After Objective "Find the fortune teller and defeat her"

Card Received	Cards Given
Gray Balloon, Shadow of Greed	Bone Spider; Ghost Touch
Cavalry General Curatops	Super Explosive Volcanodon
Wyn, the Oracle	Iocant, the Oracle
Silver Fist	Poisonous Dahlia
Stained Glass	King Coral

After Objective "Win the Lakeburg tournament"

Card Received	Cards Given
Vampire Silphy	Lost Soul
Bolshack Dragon	Burst Shot; Super Explosive Volcanodon
Gran Gure, Space Guardian	Wyn, the Oracle; Ruby Grass
Tower Shell	Silver Fist; Forest Hornet
Seamine	Stained Glass; Faerie Childa

Mapleton Trades (continued)

After Objective "Defeat the men in black suits"

Card Received	Cards Given
Zagaan, Knight of Darkness	Gray Balloon, Shadow of Greed; Gigagiele
Scarlet Skyterror	Onslaught Triceps; Draglide
Urth, Purifying Elemental	Iocant, the Oracle; Lah, Purification Enforcer
Deathblade Beetle	Poisonous Mushroom; Storm Shell
King Depthcon	Stained Glass; Aqua Soldier

Greenwood Trades

After Objective "Celebrate your birthday at home"

Card Received	Cards Given
Dark Raven, Shadow of Grief	Bone Assassin, the Ripper
Super Explosive Volcanodon	Immortal Baron, Vorg; Crimson Hammer
Lok, Vizier of Hunting	Emerald Grass; Reusol, the Oracle
Poisonous Dahlia	Fear Fang; Burning Mane
Revolver Fish	Marine Flower; Phantom Fish

After Objective "Win the Greenwood duelists tournament for Kline"

Card Received	Cards Given
Gigaberos	Dark Raven, Shadow of Grief; Black Feather, Shadow of Rage
Explosive Fighter Ucarn	Super Explosive Volcanodon; Burning Power
Szubs Kin, Twilight Guardian	Toel, Vizier of Hope
Red-Eye Scorpion	Ultimate Force; Pangaea's Song
Aqua Knight	King Coral; Spiral Gate

After Objective "Find the fortune teller and defeat her"

Card Received	Cards Given
Chaos Worm	Masked Horror, Shadow of Scorn
Armored Cannon Balbaro	Armored Walker Urherion
Larba Geer, the Immaculate	Ruby Grass
Barkwhip, the Smasher	Poisonous Mushroom
Crystal Lancer	Illusionary Merfolk; Marine Flower

Journeying Around the World

Greenwood Trades (continued)

After Objective "Win the Lakeburg tournament"

Card Received	Cards Given
Gigargon	Dark Reversal; Chaos Worm
Gatling Skyterror	Armored Cannon Balbaro; Stonesaur
Rayla, Truth Enforcer	Larba Geer, the Immaculate; Toel, Vizier of Hope
Thorny Mandra	Barkwhip, the Smasher; Poisonous Mushroom
King Ripped-Hide	Crystal Lancer

After Objective "Defeat the men in black suits"

Card Received	Cards Given
Ultracide Worm	Gigaberos; Chaos Worm
Armored Blaster Valdios	Explosive Fighter Uearn; Armored Cannon Balbaro
Ladia Bale, the Inspirational	Larba Geer, the Immaculate; Lok, Vizier of Hunting
Fighter Dual Fang	Barkwhip, the Smasher; Poisonous Mushroom
Crystal Paladin	Crystal Lancer; Aqua Knight

Briar Hills Trades

After Objective "Celebrate your birthday at home"

Card Received	Cards Given
Masked Horror, Shadow of Scorn	Writhing Bone Ghoul; Bone Assassin, the Ripper
Armored Walker Urherion	Deadly Fighter Braid Claw; Brawler Zylar
Frei, Vizier of Air	La Ura Giga, Sky Guardian; Miele, Vizier of Lightning
Forest Hornet	Golden Wing Striker; Bronze-Arm Tribe
Illusionary Merfolk	Hunter Fish; Aqua Hulus

After Objective "Win the Greenwood duelists tournament for Kline"

Card Received	Cards Given
Dark Clown	Dark Raven, Shadow of Grief
Rothus, the Traveler	Meteosaur
Dia Nork, Moonlight Guardian	Iocant, the Oracle; Emerald Grass
Tri-Horn Shepherd	Bronze-Arm Tribe; Forest Hornet
Saucer-Head Shark	Faerie Child

Briar Hills Trades (continued)

After Objective "Find the fortune teller and defeat her"

Card Received	Cards Given
Lost Soul	Swamp Worm
Burst Shot	Onslaught Triceps; Crimson Hammer; Burning Power
Diamond Cutter	Toel, Vizier of Hope
Mana Crisis	Coiling Vines
Thought Probe	Brain Serum

After Objective "Win the Lakeburg tournament"

Card Received	Cards Given
Dark Titan Maginn	Lost Soul; Dark Raven, Shadow of Grief
Bolzard Dragon	Burst Shot
Ethel, Star Sea Elemental	Diamond Cutter; Larba Geer, the Immaculate
Xeno Mantis	Mana Crisis; Dome Shell
Plasma Chaser	Thought Probe; Tropico

After Objective "Defeat the men in black suits"

Card Received	Cards Given
Zagaan, Knight of Darkness	General Dark Fiend; Dark Clown
Scarlet Skyterror	Armored Walker Urherion; Explosive Fighter Uearn
Urth, Purifying Elemental	Dia Nork, Moonlight Guardian; Lok, Vizier of Hunting
Deathblade Beetle	Mana Crisis; Poisonous Dahlia
King Depthcon	Crystal Lancer; Illusionary Merfolk

Clearwater Trades

After Objective "Celebrate your birthday at home"

Card Received	Cards Given
Dark Reversal	Death Smoke
Meteosaur	Immortal Baron, Vorg; Fatal Attacker Horvath
Ruby Grass	Iere, Vizier of Bullets
Dome Shell	Golden Wing Striker
Faerie Child	Hunter Fish; Spiral Gate

After Objective "Win the Greenwood duelists tournament for Kline"

Card Received	Cards Given
Night Master, Shadow of Decay	Masked Horror, Shadow of Scorn; Black Feather, Shadow of Rage
Nomad Hero Gigio	Artisan Picora; Burning Power; Onslaught Triceps
Chilias, the Oracle	La Ura Giga, Sky Guardian; Frei, Vizier of Air
Stampeding Longhorn	Mighty Shouter; Dome Shell
Unicorn Fish	Revolver Fish

After Objective "Find the fortune teller and defeat her"

Card Received	Cards Given
Chaos Worm	Bone Spider; Ghost Touch
Cavalry General Curatops	Onslaught Triceps
Larba Geer, the Immaculate	Ruby Grass; La Ura Giga, Sky Guardian
Silver Fist	Storm Shell; Mighty Shouter
Crystal Lancer	Aqua Soldier; Virtual Tripwire

After Objective "Win the Lakeburg tournament"

Card Received	Cards Given
Gigargon	Chaos Worm; Stinger Worm; Black Feather, Shadow of Rage
Gatling Skyterror	Cavalry General Curatops; Onslaught Triceps
Rayla, Truth Enforcer	Larba Geer, the Immaculate; Frei, Vizier of Air
Thorny Mandra	Silver Fist; Bronze-Arm Tribe
King Ripped-Hide	Crystal Lancer; Spiral Gate; Revolver Fish

Clearwater Trades (continued)

After Objective "Defeat the men in black suits"

Card Received	Cards Given
Ultracide Worm	Lost Soul
Armored Blaster Valdios	Cavalry General Curatops; Armored Walker Urherion
Ladia Bale, the Inspirational	Diamond Cutter; Chilias, the Oracle
Fighter Dual Fang	Mana Crisis; Stampeding Longhorn
Crystal Paladin	Thought Probe; Faerie Child

Rush City Trades

After Objective "Find the fortune teller and defeat her"

Card Received	Cards Given
Lost Soul	Masked Horror, Shadow of Scorn; Writhing Bone Ghoul
Burst Shot	Brawler Zylar; Artisan Picora; Immortal Baron, Vorg
Diamond Cutter	Moonlight Flash; Reusol, the Oracle
Mana Crisis	Coiling Vines; Golden Wing Striker
Stained Glass	Spiral Gate; Marine Flower

After Objective "Win the Lakeburg tournament"

Card Received	Cards Given
Vampire Silphy	Lost Soul; Dark Reversal
Bolshack Dragon	Burst Shot; Super Explosive Volcanodon
Gran Gure, Space Guardian	Diamond Cutter; Sonic Wing
Tower Shell	Mana Crisis
Seamine	Aqua Soldier; Phantom Fish

After Objective "Defeat the men in black suits"

Card Received	Cards Given
Zagaan, Knight of Darkness	Terror Pit; Lost Soul
Scarlet Skyterror	Nomad Hero Gigio
Urth, Purifying Elemental	Laser Wing; Chilias, the Oracle
Deathblade Beetle	Silver Fist; Aura Blast; Dome Shell
King Depthcon	Crystal Lancer; Teleportation

Journeying Around the World

Caramel City Trades

After Objective "Find the fortune teller and defeat her"

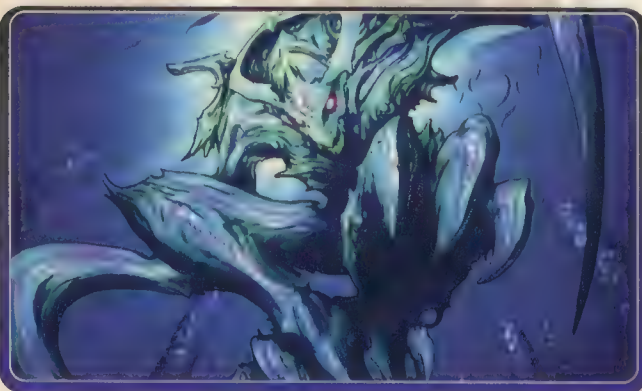
Card Received	Cards Given
Gray Balloon, Shadow of Greed	Dark Reversal; Ghost Touch
Armored Cannon Balbaro	Fatal Attacker Horvath
Wyn, the Oracle	Solar Ray
Barkwhip, the Smasher	Poisonous Mushroom; Burning Mane
Thought Probe	Brain Serum; Marine Flower

After Objective "Win the Lakeburg tournament"

Card Received	Cards Given
Dark Titan Maginn	Gray Balloon, Shadow of Greed; Bone Spider; Masked Horror, Shadow of Scorn
Bolzard Dragon	Cavalry General Curatops; Onslaught Triceps
Ethel, Star Sea Elemental	Wyn, the Oracle; Reusol, the Oracle
Xeno Mantis	Barkwhip, the Smasher; Ultimate Force
Plasma Chaser	Thought Probe

After Objective "Defeat the men in black suits"

Card Received	Cards Given
Ultracide Worm	Swamp Worm; Creeping Plague; Gray Balloon, Shadow of Greed
Armored Blaster Valdios	Armored Cannon Balbaro
Ladia Bale, the Inspirational	Wyn, the Oracle; Moonlight Flash
Fighter Dual Fang	Barkwhip, the Smasher
Crystal Paladin	Thought Probe; Crystal Memory



Lakeburg Trades

After Objective "Find the fortune teller and defeat her"

Card Received	Cards Given
Lost Soul	Dark Raven, Shadow of Grief; Bone Assassin, the Ripper
Burst Shot	Fire Sweeper Burning Hellion; Onslaught Triceps
Diamond Cutter	locant, the Oracle; Ruby Grass
Silver Fist	Storm Shell; Coiling Vines
Crystal Lancer	Illusionary Merfolk; Hunter Fish

After Objective "Win the Lakeburg tournament"

Card Received	Cards Given
Vampire Silphy	Lost Soul; Dark Reversal
Bolzard Dragon	Armored Cannon Balbaro; Cavalry General Curatops; Onslaught Triceps
Gran Gure, Space Guardian	Diamond Cutter; Lok, Vizier of Hunting
Thorny Mandra	Silver Fist; Pangaea's Song; Storm Shell
King Ripped-Hide	Crystal Lancer; Revolver Fish

After Objective "Defeat the men in black suits"

Card Received	Cards Given
Ultracide Worm	Gray Balloon, Shadow of Greed; Lost Soul
Armored Blaster Valdios	Burst Shot; Armored Cannon Balbaro
Ladia Bale, the Inspirational	Diamond Cutter; Wyn, the Oracle
Fighter Dual Fang	Silver Fist; Barkwhip, the Smasher
Crystal Paladin	Crystal Lancer; Thought Probe

Mastering the Duel

From the first taunt in your hometown to the fierce competition in the city tournaments, you will duel hundreds of opponents. In order to gain more cards for your collection and gain more reputation points to advance up to the Master Duelist level, you must win those duels. You could throw a bunch of random cards

together and play whatever you want when you duel, but you won't advance that way. You must learn the fundamentals of the game, and with some basic strategies under your belt and a willingness to learn from your mistakes, it won't take long for you to become a champion.

The Basics

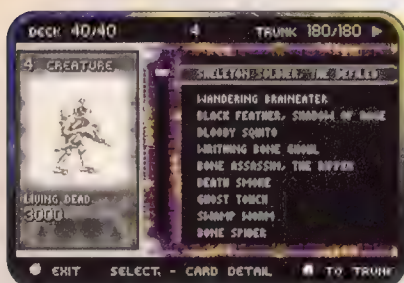
There are five key areas that you should excel in to hone your *Duel Masters* fighting skills. Starting with deck construction and ending with how to finish off your opponent in a duel, this section details everything you need to know to improve your game.



Build your deck around a way to win.

For example, let's say you just won a Vampire Silphy in a special trade duel and want to build a deck around it. The 4000-power Vampire Silphy costs eight mana, which is a lot to ask from a normal deck. To reach that eight-mana mark, you may need extra mana during the game, which means you should include Nature's mana-producing creatures.

Deck Construction



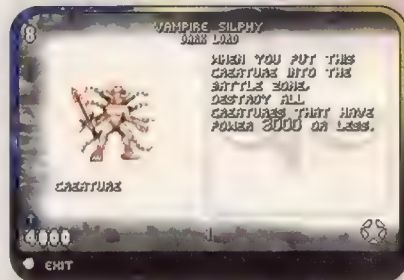
Any deck you build must have 40 cards.

All *Duel Masters: Sempai Legends* decks must have 40 cards. You must determine which 40 cards from your collection best fit together.

How do you want to win? Do you want to bash your opponent with big creatures, or do you want to control the battle zone with all sorts of destruction spells? Should you focus on slipping in with Water's unblockable creatures, or should you concentrate on setting up to win with a single spell like Holy Awe? Your decision on how you want to win helps shape your deck.



Determine how you want to win, and look through your collection to see if you have enough cards to create a deck around that strategy. If not, you may have to choose a strategy that your collection can support.



Vampire Silphy can be powerful, but it takes eight mana to get into play.

Mastering the Duel

Now you've made a big decision: The deck will be a Darkness/Nature deck. Because you have one eight-mana creature, why not add some other big creatures? The focus of your deck is to beat your opponent with big creatures, and with Nature's extra mana, you can get to them fast enough that they will cause problems for your opponent before they can set up their deck.

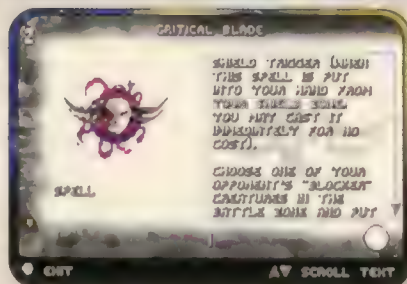
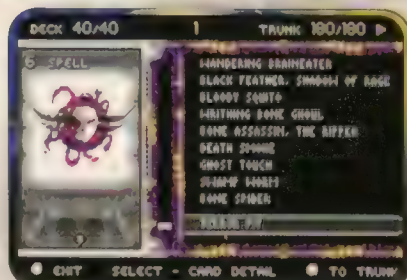


Nature's mana creatures help support your Darkness deck until it beats up enough mana to use all its cards.

The second part of the Vampire Silphy is its special ability: When you put it into the battle zone, it destroys all creatures of 3000 power or less. It's a powerful ability, and it fits with your theme, since your big creatures won't die from the Vampire's effect, and they can destroy many of your opponent's creatures. Play up that theme with Darkness' other destruction spells, such as Critical Blade, Death Smoke, and Terror Pit. This complements the Vampire, and you buy time for your big creatures arrival; the destruction spells can also wipe out any potential blockers later in the game.

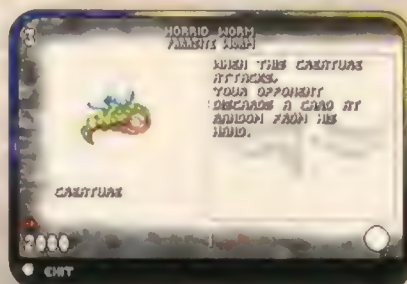


Tip Know the strengths of your deck's civilizations. If you decide to play Darkness, you want to include its destruction spells.



Add Darkness cards to your deck that support your theme, such as Terror Pit and Critical Blade.

After you have your winning strategy set up, go back through your civilizations—in the case of the Vampire Silphy deck, those would be Darkness and Nature—and fill up the remaining slots with the best cards you own from those colors. By "best" we mean cards that fulfill certain roles in the deck, not necessarily the most expensive cards.



Fill your deck with powerful cards, but not necessarily the most expensive ones.

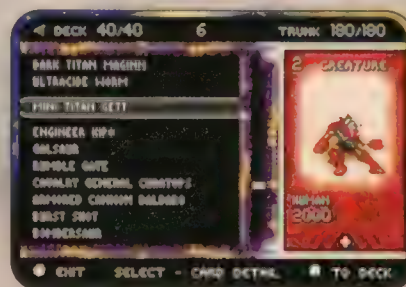
We discuss mana curve in the next section, but be careful to not load up your deck with high-cost cards and end up twiddling your thumbs during the game as you wait for your mana to build up. If your deck is lacking in defense, consider including some cheap blockers like Darkness' Bloody

Squito. If your deck has only one copy of some key creatures, you might want to include a card-searcher, such as Nature's Dimension Gate. Only experience will tell you what the deck is missing or what it needs a few more copies of to turn into a winning machine.

Include the best cards from your deck's civilizations, but remember your mana curve. You don't want to be stuck with all expensive cards in your hand and nothing in the battle zone.



Caution



Think about what decks you might play against and add cards to your deck that can stop those decks cold.

When you pool your 40 cards together, think about what decks your opponents will be playing against you. Are you going to see a lot of speed decks that try to blow up your shields by turn five? If so, add some blockers that only cost one or two mana. Will your opponent plop down a 9000-power Explosive Fighter Ucan? You had better have a destruction spell that can deal with it. It takes practice to determine what those enemy threats may be, and you may have to shuffle your "finished" deck around a bit to accommodate those antidote cards, but your deck will be stronger for the effort.



Tip Anticipate some of the common deck types like speed, control, and big creatures, and equip your deck to overcome those threats.

Remember that you can build as many decks as you want. Until you receive the extra pouch (see the "Clearwater Village" section), you can hold only one deck at a time. Still, experiment between matches—you never know when you'll stumble upon an even better deck idea.

Mana



You need red mana to cast a Fire creature.

Everything you do requires mana. If you want to bring your bruiser into play, it costs mana. If you want to destroy your opponent's creature, it costs mana. You can't get away from paying for a card, unless you get lucky on a spell's shield trigger when your opponent's creature attacks.



Tip Your first few mana plays should usually be your most expensive cards.



Play your high-cost cards as mana early.

In *Duel Masters*, you can play one card from your hand to the mana zone each turn. But which card do you place in your mana zone, knowing that you'll never see it in the battle zone for the rest of the game?

It all depends on where you're at in the game. Early on, place your highest-cost cards in the mana zone. You don't want to hold on to a card that costs seven mana when you don't even have a single mana in play yet. You won't get to that seven-mana card for a while, so why have it sit uselessly in your hand? It's better to convert it to mana and keep a lower-cost card that you can cast faster. Later in the game, you may draw another copy of that seven-mana card, and then you'll be able to cast it.



The Golden Rule:

Six-mana or less cards are affordable. Seven-mana or higher cards are expensive.



Once you have enough mana in play to cast most of your spells, you must decide each turn whether you want to convert one of your cards to mana.

During the midpoint of the game, it's a judgment call on what card to play as mana. If you have several spells in your hand and very few creatures, you may want to convert one of the spells to mana so you have enough creatures. If you have duplicates of a card in your hand, consider ditching one of those for mana to leave yourself with many options.



Do you use your card for mana or play it into the battle zone?

Also, study the state of the battle zone. If your opponent is about to press the attack, don't ditch your destruction spell as mana. However, if your opponent is sitting back, it may be fine to turn your blocker into a mana card. Analyze the situation and choose the best card accordingly.

Mastering the Duel



Late in the game you should usually convert your low-cost cards to mana and play your high-cost cards.

Late in the game, it's the opposite model than your starting hand: You want to ditch your lowest-cost cards. The cards that cost you more are almost always more powerful than the cheaper cards. Low-cost cards might serve you well in the early game, but when you have the mana to go for the big boys, hold on to them and cast those high-cost cards one turn after the other.

Of course, it's not as cut and dry as it may seem. Even late in the game, you may not want to automatically ditch your lowest-priced card. You may want to use, for example, a two-mana Crimson Hammer to off an offending enemy creature. You might also want to cast two cards in the same turn, and you can't do this if both cards cost a lot. Again, it comes down to studying the battle zone and making the best decision based on the creatures in play and the potential threats in hand.



From our opening hand, we chose to convert Natural Snare to mana.

Let's take a sample game and show you how your mana could be played from start to finish. You begin the game with the following cards: Crimson Hammer; Immortal Baron, Vorg; Draglide; Dimension Gate; and Natural Snare. The best strategy for your opening hand is to choose a high-cost card to play to the mana zone. Fire's five-mana Draglide and Nature's six-mana Natural Snare fall into that category. Either one would work right now, but we'll opt for the more expensive one and drop the Natural Snare into our mana zone.



The second turn starts with a new Natural Snare card. We need Fire mana, so we play the Draglide to the mana zone.



As luck would have it, our next card draw on turn two is another Natural Snare. We have one green mana in our mana zone, but now we need a red mana to cast our Fire cards. We have two Fire cards that we could cast—Crimson Hammer and the Immortal Baron, Vorg—and we want to get the creature out early. Since playing the second Natural Snare would only net us two green mana, which wouldn't satisfy the color requirement to cast our Fire cards, we must put the red Draglide into the mana zone.



We draw another Immortal Baron, Vorg and choose to drop our second Natural Snare into the mana zone on turn three.



Tip Early in the game, play a card to your mana zone each turn no matter what. You may want to hold on to all your powerful cards, but if you don't play mana, you'll slow yourself down and won't cast much of anything.

On turn three, purely by chance, we draw another Immortal Baron, Vorg to replace the one we just played to the battle zone last turn. As the game goes on and our cards in hand shrink, it gets tougher and tougher to make mana decisions. Because we want to hold the Vorg and the Crimson Hammer (they are both playable cards for us right now) and we can cast Dimension Gate this turn (after we play our third mana) to fetch any creature we want out of our deck, we must put the second Natural Snare into our mana zone.

We now have three mana. We cast the Dimension Gate and choose the four-mana Forest Hornet as the new creature to add to our hand. Why Forest Hornet? Next turn we will play our fourth mana and cast it right away.



Explosive Fighter Ucan pops up next. It's too dangerous to cast it this early in the game, since Ucan destroys two of our mana when it comes into play.

We draw Explosive Fighter Ucan on our next turn. Later in the game, this would be a dynamite card, but right now we can't afford to cast it. Ucan has a drawback, though: it destroys two of our lands when it enters the battle zone, which is something we can't

do at this point. Use Ucan as mana, and now that we have four mana in play, we can cast the Forest Hornet.

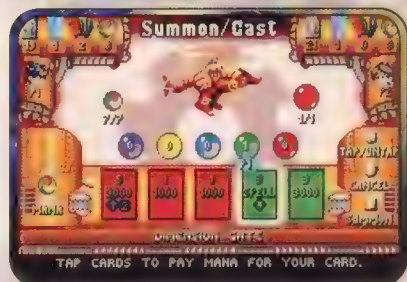


The Deadly Fighter Braid Claw does us little good in the battle zone right now, so it's added to our growing mana pile.

Before our fifth turn, our opponent attacks us and destroys one of our shields. We're down one shield, but remember that the card actually

moves from the battle zone to your hand, so we now have an extra card. With the shield, we draw a Deadly Fighter Braid Claw and with our regular card draw we gain a Thorny Mandra.

As a 1000-power attacker, the Braid Claw doesn't work as well now as it would have on the first or second turn. We throw that into the mana zone, bringing our count up to five, which is also how much mana we need to cast the Thorny Mandra.



Later in the game, you can cast a higher-cost card like the Gatling Skyterror.

When you reach the middle part of the game, you must weigh whether you want to even play a card for mana or not. Depending on how much cards cost in the deck, you usually want to hold off playing mana after the fifth or sixth mana card. Of course, if all your stuff costs a maximum of four mana, you won't need to play as much mana as a deck with an average cost of six mana.

In our sample game, some of our Nature mana producers help out and we are able to escalate the mana up to a comfortable eight. At this level, even when we draw a creature like the seven-mana Gatling Skyterror, we can play it the same turn we draw it.



Mastering the Duel



A good mana curve enables you to play at least one card each turn.

As we mentioned earlier, every deck has a mana curve. Basically, the mana curve is how many cards you have in the deck that cost one mana, two mana, three mana—all the way to the highest-cost card. The better the mana curve, the more likely you are to cast the appropriate cards when you have the mana, and the more likely you are to cast more than one card a turn later in the game.



Load up on high-cost cards and your mana curve will be all out of whack.

If you have too many high-cost cards in your deck, you will be way too slow. Too many low-cost cards will make you fast, but you might not have the staying power late in the game. Strike a balance with your mana curve, and your deck will perform well.



In general, the average cost of a card in your deck should be three or four mana.

There is no set rule for what the average mana cost should be for a deck—much depends on the deck type. A control deck will have higher-cost cards, as will a Nature deck with lots of mana producers trying to get the big finishers into play. A Fire speed deck might only carry a few cards over three mana.

Casting Creatures and Spells



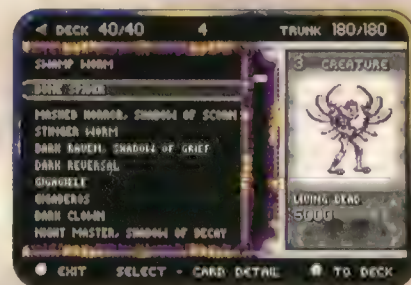
At two mana, do you cast Crimson Hammer or Brawler Zyler? It all depends on your opponent's battle zone position.

Do you play Bronze-Arm Tribe or Dimension Gate? The Nature player must make that decision when they hit the three-mana mark, but which is the right call? Normally, you'd say Bronze-Arm Tribe to gain the extra mana, but what if you need a blocker to stop your opponent's creature charge?



When you see an enemy threat like the unblockable Candy Drop, play an answer to that threat like the Meteorosaur.

Whether you play a creature or a spell, or one creature over another creature, all depends on your analysis of the battle zone. If your opponent is off to a fast start, you may want to cast a defensive creature or use some of your destruction to slow the attack down. If you know you need lots of mana for your deck, get a mana-producer like Silver Axe into play quickly. When you feel comfortable with your board position, or you just want to outrace your opponent, play offensive creatures to gain the momentum.



Try to predict what deck your opponent is playing by the first few cards they cast.

You must make many decisions, and all those are improved with experience. With a couple of dozen wins under your belt, you start recognizing the tendencies of the enemy decks and can plan a strategy to help you overcome it. If you see a Light and Water mana in play after two turns, for example, you know you don't have to worry about a speedy attack but might be facing some huge blockers. Watch and learn, then try to predict what your opponent's deck will do next so that you stay one step ahead.

Combat



Certain creatures like Fire's Draglide must attack each turn, even if it means your opponent destroys them on the following turn.

The art of combat comes from your decision of whether to attack or not. Even though a creature can attack doesn't mean that it should. Sometimes, while you set up your strategy, you don't want to attack and destroy one of your opponent's shields to give them that extra card. Yes, you need to destroy all the shields to beat your opponent, but you want to do so when you're ready to take control of the game. Except in speed decks that want to go for the shields immediately, many other decks hold back a bit to deny the enemy extra cards in hand.

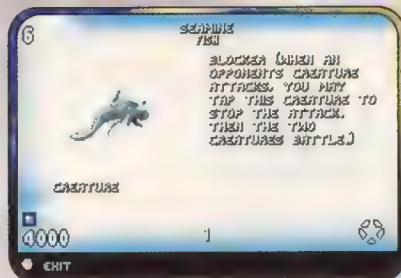


Nomad Hero Gigio can attack untapped creatures, but most other creatures can only attack tapped creatures.

Once an attacker taps to attack, that creature is vulnerable the following turn to a counterattack. While untapped, a creature cannot be attacked (unless it's by a special creature like Nomad Hero Gigio), but a tapped creature is open to attacks from everyone. With that in mind, you don't always want to attack with one of your creatures, even if it means knocking off a shield, because you'll end up dead the next turn.

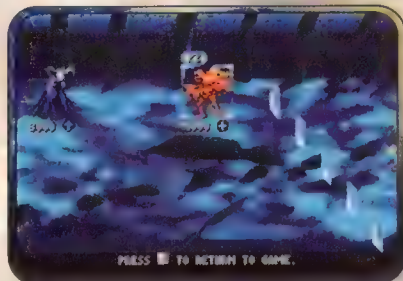


Zip Your blockers can intercept a counterattack on one of your creatures. You may want to sacrifice a blocker if it means keeping your better attacker alive.



Some creatures can attack and block like the Night Master, Shadow of Decay and Seamine.

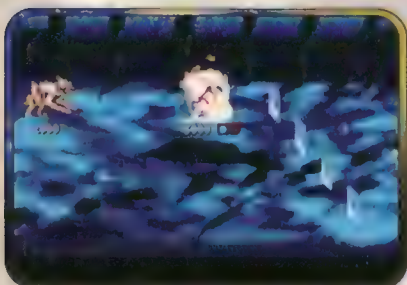
Creatures that can attack and block have a built-in dilemma: Do you attack and avoid blocking on your opponent's turn, or do you hold back to attack and waste a turn blowing up your opponent's shields? The key is usually in the other cards in your hand or what your opponent has been playing to the battle zone.



Attack with the Black Feather, Shadow of Rage and your opponent's Brawler Zylar destroys you on the next turn.

Let's try a sample combat situation. On the third turn, you have the 3000-power Black Feather, Shadow of Rage in play and your opponent has a 1000-power Brawler Zylar in the battle zone. If those powers stayed the same, you should attack and destroy your opponent's shield, since a 1000-power creature couldn't destroy your 3000-power creature on the next turn. Except, Brawler Zylar has +2000 power attacker, so it can reach up to 3000 power on the attack. If you attack with the Black Feather, your opponent will probably counterattack with the Brawler Zylar the next turn and you both lose a creature.

Mastering the Duel



The Writhing Bone Ghoul can't get past the Revolver Fish without help.

A few turns later, you end up with a 2000-power Writhing Bone Ghoul on your side. Your opponent plays defense with a 5000-power Revolver Fish. In this case, it's foolish to attack with the Writhing Bone Ghoul, since your opponent has a blocker that is bigger than the Bone Ghoul. Wait until you have a destruction spell like Death Smoke to remove it from play before you continue your assault with the Bone Ghoul.

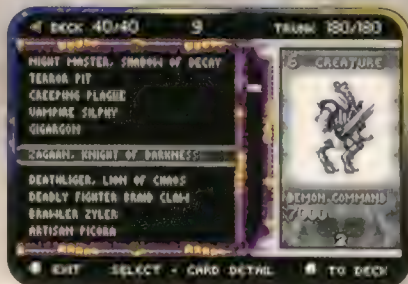
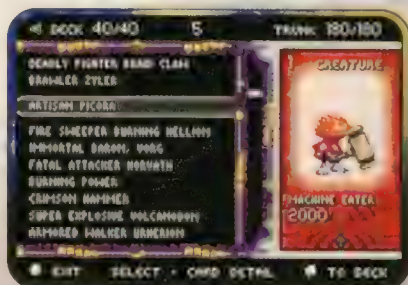


You can attack without fear of a counter-attack if you have blockers.

Toward the end of the game, your Swamp Worm is doing some serious damage to your opponent, when your opponent plays a few creatures that can counterattack and destroy your Swamp Worm. Don't necessarily stop attacking. If

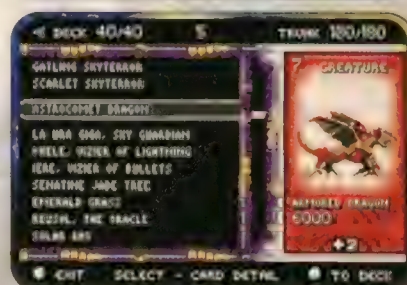
you have a blocker or two in the game, you might want to continue to attack. When your opponent tries to counterattack and destroy the Swamp Worm on the next turn, your blocker can intercept the attack and fight on the Worm's behalf. Your Swamp Worm can now attack again next turn.

Finishing the Match



You can finish off an opponent with small, quick creatures or with large, expensive bodies.

Earlier we discussed that sometimes you don't want to attack early. However, there comes a time in the duel when you want to go for the win. A speed deck goes for the win from the very first play, casting quick creatures to hit shields one after the other. A variation of the speed deck, a swarm deck, tries to play many creatures—maybe not as quickly as the speed deck, but with more creatures—and pound the enemy shields through sheer numbers.



Finishers can be creatures like Nature's Tri-Horn Shepherd or Fire's Astrocomet Dragon.

Most decks, however, wait for one or two big creatures to blow past the enemy defenses and destroy the shields. In decks like these, when you can cast your big creature like Nature's Tri-Horn Shepherd or Fire's Astrocomet Dragon, go for it and attack repeatedly until you win. If your opponent destroys that creature, you should have several back-up finishers to replace the downed warrior and renew the offense.



Always have a back-up finisher in case your first one gets destroyed.

Creature Powers

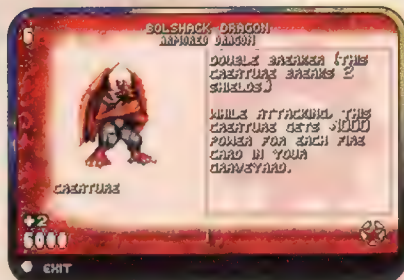


From Horrid Worm to Toel, Vizier of Hope, there are many special abilities in the game.

More creatures than not have cool special abilities in *Duel Masters: Sempai Legends*. Some of the more common special abilities get grouped into creature or spell "keywords" that are shorthand for a lengthy game effect, namely double breaker, evolutions, power attacker, shield trigger, and slayer. In order to rule the tournament scene, you must know what all these keywords do and when to use them to their fullest extent.

Double Breaker

Creatures with double breaker destroy two shields with each attack, instead of the standard one. A creature with double breaker won't break the last shield and then attack the player with the second part of the double breaker. When there's only one shield left, you just destroy the single shield.



Bolshack Dragon and Deathblade Beetle are examples of double breakers.

Your double breakers make for great finishers. When they get out, they speed up your game—you take out twice as many shields with one attacker. You pay extra for the ability, but you should look for double breaker in Fire and Nature decks that are in need of a closer.

Evolutions

An evolution grants a power increase to the original creature, and it grants a great special ability or two. Evolutions must be played on a particular race. The Crystal Paladin, for example, can only be played on liquid people, not beast folk.



Evolutions don't suffer from summoning sickness, so they can attack the turn you play them.

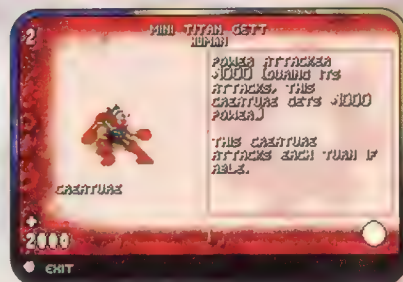


Evolutions significantly power up the original creature you play them on.

Build your entire deck around an evolution, if you're lucky enough to earn one for your deck. Since the evolution can only be played on one race type, you must play at least eight creatures of that type to make the evolution work. Evolutions are great surprise attackers, since you get to use their special ability *and* attack the turn they come into play.

Power Attacker

Power attackers get a bonus to their power when they attack. It's great on the attack, except power attackers are vulnerable the turn after they attack since they lose the attacking bonus and are usually small enough for enemy creatures to pick off.



Power attackers are vulnerable on defense.

Mastering the Duel

Power attackers fit well in aggressive decks. A speed deck can take advantage of them—you gain the benefit of the bonus power on the attack, where you want it, and you don't really care if the creature dies in a counterattack. When you fill your deck with power attackers, you want to finish your opponent off rather quickly.

Shield Trigger

Some of your spells can be cast for free with a shield trigger, which makes them very powerful. In combat, if an opponent's creature destroys one of your shields with a shield trigger, you can immediately opt to cast it for free and use its ability, rather than placing it into your hand to be cast later.



Very few spells have shield trigger, but all of them are tournament worthy.

Tournament decks load up on shield triggers. Each civilization has its key shield trigger spells. Darkness houses Terror Pit and Critical Blade, Fire runs Tornado Flame and Burst Shot, even Nature gets in on the action with Natural Snare. Light holds the most devastating of them all with Holy Awe, while Water shows off a lot, including Crystal Memory and Spiral Gate.

Slayer

When you want the slayer ability, you play Darkness. No other civilization has these creatures that destroy a creature even if they lose the combat fight. Basically, you can

use them as "bombs" against your opponent's creatures—attack an 8000-power creature with your Bone Assassin, the Ripper and both creatures end up in the graveyard.



Only Darkness holds slayer creatures.

Slayers fit into a Darkness destruction theme, so depending on your deck's mana curve and how many other creatures it has jam-packed in there, you may want to run creatures like the Bone Assassin, the Ripper and Gigagiele, the only two slayers in the game.

The Duel Room



Unlock the Duel Room and you can play all the game's tournament decks.

After you beat Mr. X and unlock the Duel Room on your main menu, you can play against the game's main decks at any time. Head to the Duel Room, choose a deck to go up against yours, and then play. You don't gain any cards for a win, but you can practice against whatever deck you feel like seeing in action. You can also pit a computer-controlled deck against another computer-controlled deck if you want to rest your brain for a few minutes and just watch a duel.

After you start playing, you'll find there are many fun decks to go up against, whether it be a rival's in town or a Professional player's at a tournament. The following charts give you the rundown on the most popular duelist's decks in the game, so that you can prepare appropriate strategies to match and beat them.

Duelist Deck #1: Nature/Water Deck

# of Cards	Card Name
4	Aqua Hulus
4	Aqua Soldier
4	Brain Serum
4	Bronze-Arm Tribe
4	Coiling Vines
4	Death Blade Beetle
4	Mighty Shouter
4	Poisonous Mushroom
4	Thorny Mandra
4	Tropico

Duelist Deck #2: Darkness Deck

# of Cards	Card Name
4	Bone Assassin, the Ripper
4	Bloody Squito
4	Creeeping Plague
4	Dark Clown
4	Dark Reversal
4	Gigagiele
4	Gigargon
4	Skeleton Soldier, the Defiled
4	Writhing Bone Ghoul
4	Zagaan, Knight of Darkness

Duelist Deck #3: Fire Deck

# of Cards	Card Name
4	Bolshack Dragon
4	Brawler Zylar
4	Chaos Strike
4	Deadly Fighter Braid Claw
2	Explosive Fighter Ucaru
4	Gatling Skyterror
4	Magma Gazer
4	Rothus, the Traveler
2	Scarlet Skyterror
4	Super Explosive Volcanodon
4	Tornado Flame

Duelist Deck #4: Light/Water Deck

# of Cards	Card Name
4	Candy Drop
4	Crystal Memory
4	Faerie Child
4	Gran Gure, Space Guardian
4	King Coral
4	King Depthcon
4	Ruby Grass
4	Solar Ray
4	Toel, Vizier of Hope
4	Urth, Purifying Elemental

Duelist Deck #5: Darkness/Nature Deck

# of Cards	Card Name
4	Bone Assassin, the Ripper
4	Bronze-Arm Tribe
4	Death Smoke
4	Deathblade Beetle
4	Dome Shell
2	Gigagiele
4	Gray Balloon, Shadow Of Greed
2	Mana Crisis
4	Marrow Ooze, the Twister
2	Roaring Great-Horn
2	Terror Pit
2	Xeno Mantis
2	Zagaan, Knight of Darkness

Duelist Deck #6: Fire/Nature Deck

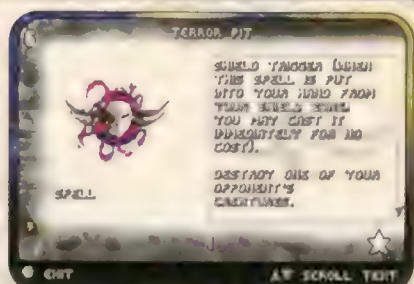
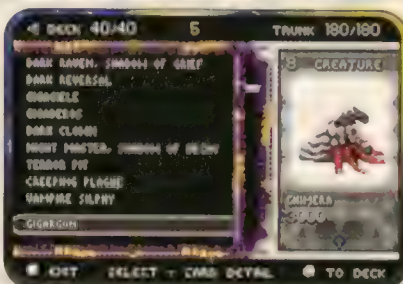
# of Cards	Card Name
4	Armored Blaster Valdios
4	Armored Cannon Balbaro
4	Brawler Zylar
4	Fighter Dual Fang
4	Immortal Baron, Vorg
4	Leaping Tornado Horn
4	Scarlet Skyterror
4	Silver Axe
4	Silver Fist
4	Steel Smasher

Duelist Deck #7: Light/Fire Deck

# of Cards	Card Name
1	Bolzard Dragon
1	Chaos Strike
1	Deadly Fighter Braid Claw
1	Dia Nork, Moonlight Guardian
2	Dogaru, the Marauder
1	Draglide
1	Emerald Grass
1	Ethel, Star Sea Elemental
1	Explosive Fighter Ucaru
1	Fire Sweeper Burning Hellion
1	Frei, Vizier of Air
2	Galsaur
1	Gatling Skyterror
2	Gran Gure, Space Guardian
2	Hanusa, Radiance Elemental
3	Immortal Baron, Vorg
1	La Ura Giga, Sky Guardian
1	Ladia Bale, the Inspirational
1	Larba Geer, the Immaculate
1	Lok, Vizier of Hunting
1	Magma Gazer
1	Magris, Vizier of Magnetism
1	Metalwing Skyterror
1	Onslaught Triceps
1	Reso Pacos, Clear Sky Guardian
1	Rumble Gate
1	Scarlet Skyterror
4	Senatine Jade Tree
1	Solar Ray
1	Sonic Wing
1	Wyn, the Oracle

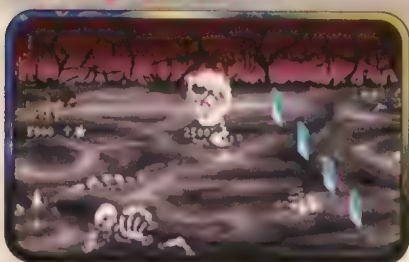
Darkness Civilization

Your opponent will be complaining of blackouts after you show him a few Darkness tricks. The Darkness civilization is the deadliest and can damage your opponent's shields or his hand through its fearsome creatures or devastating spells. You have more destruction than the other civilizations; however, you are going to pay for it. Darkness creatures and spells are expensive, so build your Darkness decks carefully and make everything count.



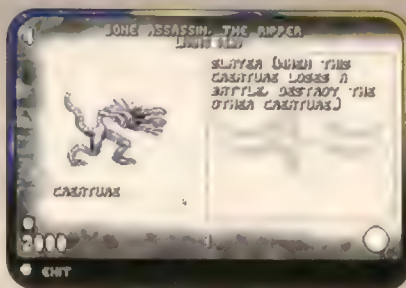
Many of the Darkness creatures and spells are expensive, but, man, are they powerful.

Civilization Comparisons



Death Smoke destroys one untapped creature, even if it has a 9000 power.

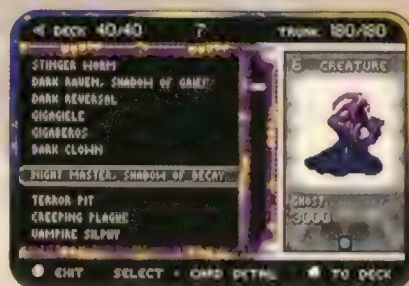
The Darkness civilization controls the game better than all the other colors. With spells that can destroy untapped creatures and blockers—or any creature if you pay enough mana to cast the ultra-powerful Terror Pit—your opponent's dangerous creatures don't last long in the battle zone. You also have nifty combat tricks like the slayer ability, which removes more enemy creatures from the battle zone. In most duels, you can blast out of a bad situation with a single card or count on your creatures' special abilities to swing the game in your favor.



The Darkness' two readily available slayers, the Bone Assassin and Gigagiele, take a creature down with them no matter what.

On the flip side, Darkness creatures and spells are slow. Unless you get lucky, you won't come roaring out of the gate and mow down your opponent before they can draw a big creature. Compared to all the creatures in

the game, because of their powerful built-in abilities, Darkness creatures cost more than most of the other civilizations' creatures. However, this means they won't show up in the battle zone as fast as Fire or Nature creatures.



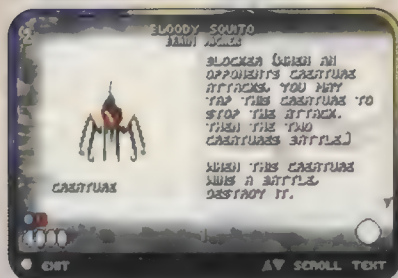
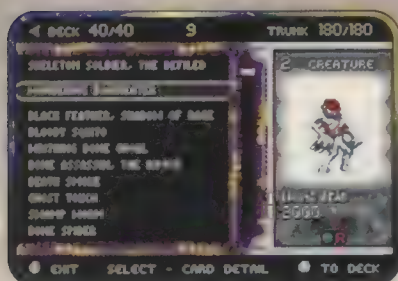
Creatures like Night Master are much more expensive than other civilizations' blockers.



If you want to build a fast deck to beat fellow duelists, look to Fire or Nature—not to the Darkness creatures.

Caution

Speed isn't the only way to win, however. We mentioned control of the battle zone before, which Darkness does very well. Another aspect of combat revolves around defense. The Darkness civilization falls right in the middle when it comes to blocking creatures. Without blockers, you could lose your shields too quickly to mount a counterattack; Darkness has a couple of good and cheap blockers like Bloody Squito and Wandering Braineater. Overall, Darkness summons better blockers than Fire and Nature, though not quite as good as Water and Light.



Most of its blockers are expensive, though Wandering Braineater and Bloody Squito are affordable.

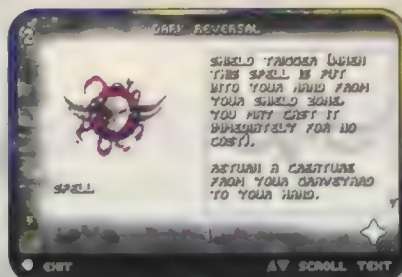
Every civilization has "intangibles"—hard-to-define qualities that may not fit into a category but still help the color win battles. Water and Light have several special abilities, and Darkness is right behind them with a few tricks of its own. Many of Darkness' creatures force your opponent to discard, or lose a card at random from their hand. You can knock a pivotal card to the graveyard just before your opponent goes to beat

you with it; also, by reducing your opponent's hand size, you give them less creatures and spells to cast or less mana to play.



Discard comes in the form of Darkness creatures and spells.

The Darkness civilization can retrieve discarded or destroyed cards from the grave. It could be for free (the shield trigger on Dark Reversal) or it could happen each turn (the Amber Piercer's special ability when it attacks). The other civilizations can't really do that, except for select cards like Light's Phal Egal, Dawn Guardian that retrieves a spell.

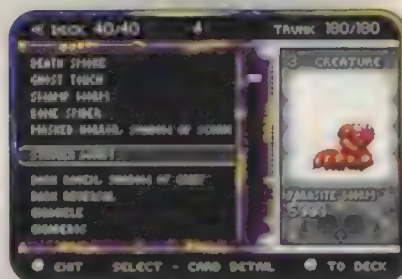


The graveyard serves as a holding pen to revive your creatures with Dark Reversal.



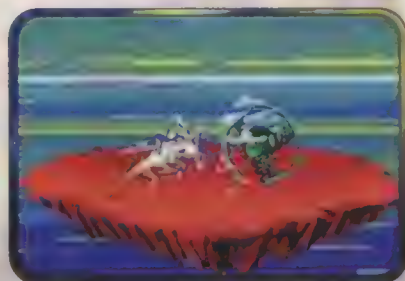
Tip Darkness creatures can destroy other enemy creatures with built-in abilities such as the slayer keyword. Combined with Darkness destruction spells, you can remove many threats.

Black to Basics Deck



You get to build this deck completely, because it has no rares and only a few uncommon cards.

With this all-Darkness starting deck, you can experiment with those black cards without trying to win a hundred ante duels to build the deck. To ease the burden of creating a good dueling deck, this deck contains no more than two of any uncommon card and no rare cards whatsoever.



Destroy whatever is in your path. Your later creatures will eventually get through and start breaking shields.

The Black to Basics deck aims to destroy key cards in the battle zone or in your opponent's hand before they can use them to hurt you. If you destroy their early creatures fast enough and keep making discards at random, you might never see your opponent develop a strategy. He'll be crippled so fast that you'll win without much resistance.

Darkness Civilization



Critical Blade can go off as a shield trigger on your opponent's attack.

Two spells strive to extinguish any threat before it develops in the battle zone. The best common destruction spell in the game, Death Smoke, destroys any untapped creature. It's great for removing blockers when you want to attack and offing a creature that has just come into play. Be careful, though, that you don't let a big opposing creature launch an attack at you. During your turn, the creature will be tapped and you'll be unable to destroy it with Death Smoke. Another common spell, Critical Blade has a shield trigger on it, which makes it a bargain if you cast it for free when your opponent breaks your shield. Otherwise, Critical Blade costs two mana, and for a spell that nukes an enemy blocker, no matter how big it is, that's still a bargain.



A Chaos Worm evolution card can turn the tables by destroying an opponent's creature and creating an instant 5000-power attacker on your side.

Two of the deck's creatures help out in the waste-management department. If played on a worm, the Chaos Worm evolution card destroys one of your opponent's creatures in the battle zone, then transforms into a powerful 5000 attacker. Though costly at seven mana, the Swamp Worm forces your opponent to choose and destroys one of their creatures when it comes into play. The 2000-attacker part of the Swamp Worm comes as a bonus.



Ghost Touch rips a card out of your opponent's hand.

Part two of the disruption plan relies on Darkness' discarding. Ghost Touch can be played for two mana—or free if it pops up as a shield trigger—and strips a card at random out of your opponent's hand. The 2000-power Horrid Worm does the same if it attacks. Unfortunately, with a small 2000-power frame, the Horrid Worm can be easily removed from play.



Don't waste your Horrid Worm on a single attack if your opponent can destroy it with one of their creatures on the next turn. You want to wait until the battle zone is clear to force your opponent to discard multiple times. While you're waiting, if a Chaos Worm shows up in your hand, you also have an evolution target to pump up.

After your destruction and discard tactics have cleared resistance on the enemy side, play your creatures for a continuous attack that brings home a victory. For one mana, the Marrow Ooze can sneak in early in a battle to destroy a shield before your opponent's defenses are set (it sacrifices itself doing this, but it's worth it). Later in the game, the Marrow Ooze can play one-shot blocker.



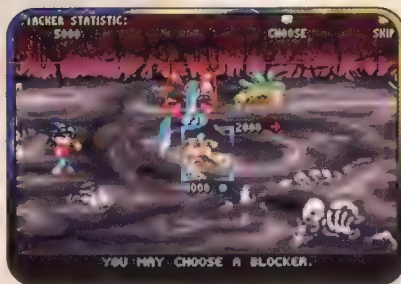
Creatures like the Gigastand can finish off your opponent's shields after you wipe out the creature opposition.

At the two-mana mark, the plain 2000-attacking Writhing Bone Ghoul can add early stomping power, or it can counterattack against an enemy 2000-power creature after it's attacked you.

As you creep up to the three-mana range, your creatures beef up noticeably. The 5000-power Stinger Worm comes out fast, but you must sacrifice a creature when it enters the battle zone. The best targets for the Stinger Worm—and other creatures that force you to sacrifice your own forces—are creatures that have become less valuable as you advance in the game. Creatures like the Marrow Ooze might just be sitting around waiting to block and go to the graveyard. So why not gain a Stinger Worm out of the deal? Also at the three-mana mark, the Bone Spider hits as a 5000 attacker. Unfortunately, unless your opponent has no creatures and can't mount a defense, the Bone Spider goes to the graveyard after it wins a single battle.



Tip When the Stinger Worm enters the battle zone, destroy a smaller creature like the Marrow Ooze or Writhing Bone Ghoul so you don't set yourself back too far.



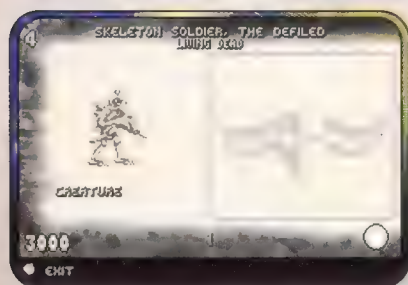
If things look bad early, don't panic—your destruction spells can quickly catch you up.

At the top of the creature scale, the four-mana Bone Assassin and Gigastand add some muscle. Though only 2000 power, the Bone Assassin carries the slayer keyword, so whatever blocks it or whatever it attacks is destroyed at the end of combat. On the opposite extreme, the Gigastand doesn't die. The 3000-power creature can pound away, and when it's about to go to the graveyard, you can discard a card to bring the Gigastand back to your hand for another go.

Darkness Single-Color Deck

Card Name	No. in Deck	Civilization	Type	Cost	Power	Rarity
Bone Assassin, the Ripper	4	Darkness	Creature	4	2000	Common
Bone Spider	2	Darkness	Creature	3	5000	Uncommon
Chaos Worm	2	Darkness	Creature	5	5000	Uncommon
Critical Blade	4	Darkness	Spell	2	—	Common
Death Smoke	4	Darkness	Spell	4	—	Common
Ghost Touch	4	Darkness	Spell	2	—	Common
Gigastand	4	Darkness	Creature	4	3000	Common
Horrid Worm	4	Darkness	Creature	3	2000	Common
Marrow Ooze, the Twister	4	Darkness	Creature	1	1000	Common
Skeleton Soldier, the Defiled	1	Darkness	Creature	4	3000	Common
Stinger Worm	2	Darkness	Creature	3	5000	Uncommon
Swamp Worm	1	Darkness	Creature	7	2000	Uncommon
Writhing Bone Ghoul	4	Darkness	Creature	2	2000	Common

Card Advantages



Plain creatures with no special abilities like the Skeleton Soldier are few and far between in Darkness.

You don't have many plain cards in Darkness' creature selection, and you pay for it. While your creatures cost a little extra, they have nifty abilities like slayer, discarding effects, destruction effects, and double breaker to make up for their sluggishness.



Winning a duel comes from careful deck building and a good creature base.

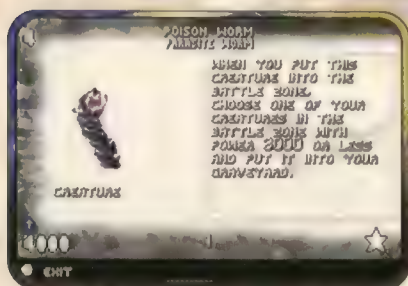
Darkness Civilization

You can fill your army with straightforward types like the 2000-power Writhing Bone Ghoul, the 3000-power Skeleton Soldier, and the 3000-power Gigastand, but these creatures are generally slow unless they're serving a needed creature slot.



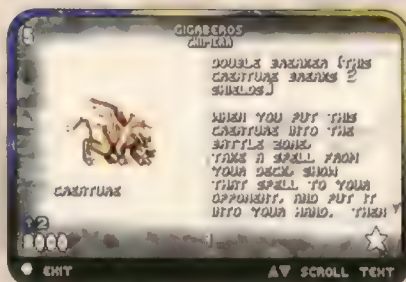
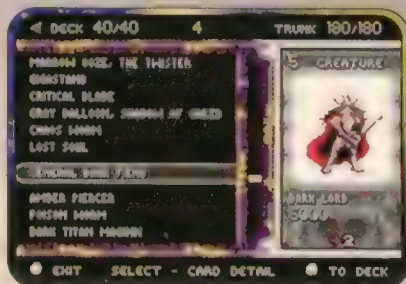
Tip Even straightforward creatures like the four-mana Skeleton Soldier, the Defiled can serve a purpose in your deck. If you have an open slot in your mana curve, stick them in to help improve the deck's cost effectiveness and ability to play cards each turn.

Darkness tries to compensate for its slowness with some tough-for-the-cost creatures like the 3000-power Black Feather for one mana, the 5000-power Stinger Worm for three mana and the 4000-power Poison Worm for four mana. To use these stronger cards, however, you must sacrifice a weaker one. Normally, this isn't a good trade-off. It slows you down too much and does your opponent's work for them—it's like they played a destruction spell for free. Only in certain decks (such as one that plays out quick creatures to deal damage early and then has little use for them later) can you get away with playing several creatures that eat your fellow frontliners.



Bigger Darkness creatures like the Poison Worm eat smaller creatures for lunch.

In the I'm-going-to-mess-you-up-good category, the Darkness big boys have their fair share of double breakers, including the largest monster in the game. For five mana, both the 6000-power General Dark Fiend and the 8000-power Gigaberos can turn into heavy hitters. Alas, they don't play to the battle zone without huge penalties. General Dark Fiend destroys one of your shields on each attack, and Gigaberos wrecks two of your creatures just by showing up. For six mana, Zagaan, Knight of Darkness smacks away at 7000 power with double breaker, and for seven mana, Deathliger, Lion of Chaos hits for 9000 power and double breaker. At the top of the charts, the whopping 11000-power Ultracide Worm costs only six mana to deliver double-breaker attacks ... however, it's a Parasite Worm evolution, which makes it difficult to play in Darkness decks that don't have a lot of worms.



General Dark Fiend and Gigaberos look impressive, but bring huge penalties with them.

As far as blockers go, Darkness sits in the middle. It can't touch Light and Water blockers, but it's certainly better than the almost-nonexistent Fire and Nature defensive creatures. In the basic deck, we used Marrow Ooze to double as a 1000-power blocker and one-shot attacker. Next up, the great 4000-power Bloody Squito and the 2000-power Wandering Braineater costs you two mana and almost always saves your skin in a tight game. Darkness has two blockers at 3000 power: the Gray Balloon and the Night Master. Gray Balloon costs three mana and can't attack players, while the Night Master costs six mana and can attack. For four mana, the 1000-power Dark Raven can block and attack; the 6000-power Dark Clown can block and destroy almost anything, but it disappears after it wins a battle.



Darkness can drag some decent blockers out of the shadows.

You already know about slayers if you've played Darkness for any length of time. You have only two to choose from—the four-mana Bone Assassin and the five-mana Gigagiele—though the one-mana Creeping Plague spell gives the slayer ability to all your creatures for a single turn.



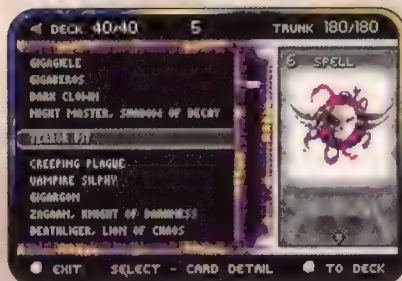
Gigagiele can deliver the pain to small and large creatures.

The Darkness creatures even contribute to mass destruction. The five-mana Chaos Worm and the seven-mana Swamp Worm can destroy a single enemy creature, but the biggest gun still waits in the shadows. The Vampire Silphy is expensive for a 4000-power attacker (costs eight mana), but when Vampire Silphy enters the battle zone, you destroy *all* creatures with 3000 or less power. Wa-bam!



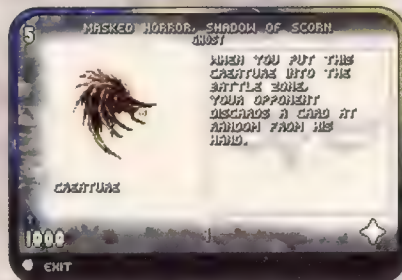
Vampire Silphy wipes the battle zone of 3000 or less creatures.

In matters of destruction, Darkness is very efficient. You can pull out a Death Smoke to take out a new enemy recruit, or destroy anything in sight with the megapowerful Terror Pit. Though limited to destroying blockers, Critical Blade is worth it if you can fit the card into your deck—there are so many blockers that you should face at least two or three a duel.



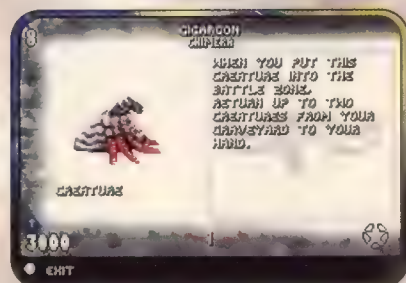
There's no need for your creatures to battle when you have Terror Pit: It destroys a creature instantly.

Backing up destruction, Darkness discard means that nothing your opponent owns is safe. Whether it be the Horrid Worm or Dark Titan Maginn causing discards when they attack, or maybe a Ghost Touch firing off as a shield trigger, your opponent loses valuable cards with each effect. Expensive as the Masked Horror, Shadow of Scorn may be (it costs five mana for a 1000-power body) it does force a random discard just by entering the battle zone. For the ultimate in hand destruction, play around with the Lost Soul spell. For seven mana, Lost Soul eliminates your opponent's entire hand.

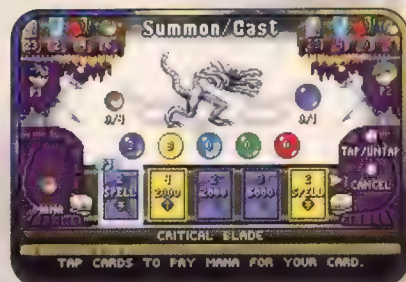


In the land of Darkness, creatures and spells can force your opponent to lose cards.

Dark Reversal provides the standard graveyard retrieval spell for Darkness players. Two creatures, however, work even better if you can cast them. For four mana, the 2000-power Amber Piercer returns one creature from the graveyard to your hand each time it attacks. Even better, and even more expensive at eight mana, the 3000-power Gigarcon brings back *two* creatures when it enters the battle zone.



Gigarcon returns two creatures from your graveyard when it enters the battle zone.



Darkness and Light work side by side in this deck.

You could go several ways with a dual-color deck that includes the Darkness civilization as one of its two. Teamed with Fire or Nature,

Darkness Civilization

you make up for Darkness' lack of speed with the swifter creatures from those two civilizations. Armed with Water, you gain the formidable bounce or destroy combination that can lead your creatures to glory (check out the tournament deck in the next section).

However, the Light in the Darkness deck opts for a tap-and-destroy strategy. With only a few rares in the deck, and no "very rares" or "super rares," you can merge the opposite ends of the spectrum for a superior deck power.



Set up your creatures and then bring in your tappers to take care of business.

Play defense early, using your tap spells to slow down your opponent's forces. If a creature breaks through and nails one of your shields, counterattack with Ruby Grass or Bone Spider on the next turn to destroy it.

Eventually, maneuver into position to get one of your slayers out—ideally, Gigagiele—and you can destroy all your opponent's little guys and trade a big creature, regardless of its strength, with your slayer.

It works like this: You have 14 tapping creatures or spells, which gives you the opportunity to tap at least one or two enemy creatures a turn. In a tapped state, these creatures are vulnerable to attacks from your ready creatures. Simply drop Miele, Vizier of Lightning into play, destroy your opponent's 2000-power with Gigagiele, and you've reduced your opponent's defenses without harming your own.



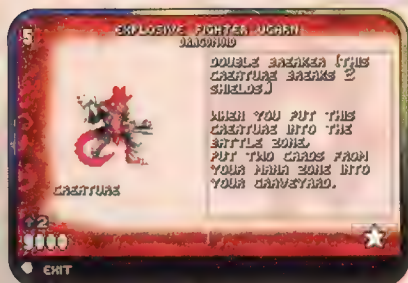
Through dark or light magic, your opponent's defense eventually opens up.

Moonlight Flash and Solar Ray can also open a path to attack your opponent's shields directly. If you get enough creatures out, you can tap down all enemies and walk right in for the victory. Though rare, the awesome Holy Awe taps all your opponent's creatures and can frequently win you the game when you strip away your opponent's once-formidable defenses with a single card play.

Darkness Double-Color Deck

Card Name	No. in Deck	Civilization	Type	Cost	Power	Rarity
Bone Assassin, the Ripper	4	Darkness	Creature	4	2000	Common
Bone Spider	3	Darkness	Creature	3	5000	Uncommon
Creeping Plague	1	Darkness	Spell	1	—	Rare
Critical Blade	4	Darkness	Spell	2	—	Common
Death Smoke	4	Darkness	Spell	4	—	Common
Fonch, the Oracle	4	Light	Creature	4	2000	Common
Gigagiele	1	Darkness	Creature	5	3000	Rare
Miele, Vizier of Lightning	4	Light	Creature	3	1000	Common
Moonlight Flash	2	Light	Spell	4	—	Uncommon
Holy Awe	1	Light	Spell	6	—	Rare
Reusol, the Oracle	2	Light	Creature	2	2000	Common
Ruby Grass	2	Light	Creature	3	3000	Uncommon
Solar Ray	4	Light	Spell	2	—	Common
Writhing Bone Ghoul	4	Darkness	Creature	2	2000	Common

Tournament Tips



Darkness can provide answers to big creatures like Explosive Fighter Ucan.

If you want to win a few tournaments, Darkness is an old friend. There's something comforting about having a Terror Pit or Death Smoke in your hand, regardless of the creatures you play to the battle zone. A steady supply of these two spells—not counting the other eliminations that Darkness brings to the screen—can enable even a lowly 1000-power creature to break opposing shields and win the duel for you. Your opponent could play an Explosive Fighter Ucan or a Roaring Great-Horn, and you can shrug it off. With enough mana and destruction cards, Darkness can prove untouchable.



Team Darkness with Nature and you help fix Darkness' speed problem.

Your downside is speed. Usually in tournament decks, you must speed Darkness up by including another color. Fire, Nature, or Water are your best choices. Add a little Fire to the mix and it's combustion city! A Darkness/Fire deck has so many destruction spells that you can clear the battle zone as soon as your opponent plays a nasty creature.

When Darkness joins with Nature, you can rely on Nature's fast creature base to attack, while Darkness removes the troublesome attackers and blockers. Finally, Water can join with Darkness to provide a relentless one-two punch—return creatures to your opponent's hand with Water or outright destroy them with Darkness. Either way, this opens the door for your ready-and-willing attackers to knock out some shields.



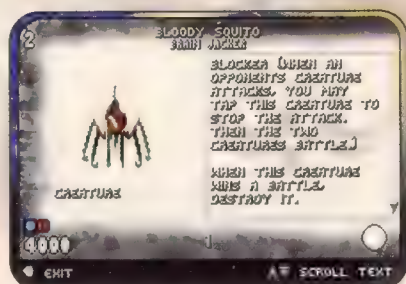
Don't put all your high-cost Darkness cards in your deck if you want to survive.

Pay careful attention to the cost of your Darkness cards. Don't put all your expensive Darkness cards in or you won't have anything to do for the first three or four turns of the battle, and by that time, it might be too late.



Gigastand is a much better option than Night Master, Shadow of Decay if you have expensive spells to cast late in the game.

Also, you need to think about what spells you might play each turn. If you have to reserve your mana for a Terror Pit after you reach the six-mana level, you probably don't want too many six-mana creatures or you'll never get them into play. Instead, play a cheaper creature earlier—say, a 3000-power Gigastand at the four-mana mark—so that it's on the battlefield and ready to attack after you start blowing away creatures with your Death Smokes and Terror Pits.



Treat creatures like Bloody Squito as destruction spells in the form of creatures.

Being the civilization of destruction, you can treat many Darkness creatures as elimination. A creature like the Bone Assassin has only 2000 power, so in combat, it's toast against most foes. With the slayer ability, however, the Bone Assassin toasts its combatant right back. It's the same with some of the cheaper creatures too. The 5000-power Bone Spider costs three mana, but goes to the graveyard after it wins a single creature battle. The 4000-power blocker Bloody Squito costs a measly two mana, but it, too, perishes after a single fight. The idea with these types of creatures is to complement the Darkness destruction theme and cancel out your opponent's creatures. Persevere enough and eventually one of your troopers will make it through.

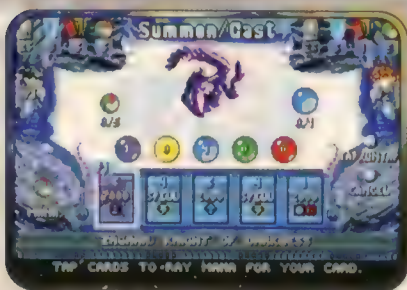
Darkness Civilization

Pitch Black Deck



Combine Darkness' destruction with Water's bounce to lock up the game.

"Lock 'em up and throw away the key." That's the motto for the Pitch Black deck, which can either bounce a creature back to the opponent's hand or destroy it each turn. Once the motor gets rolling, you can even deal with two creatures a turn. Once resistance has been rendered futile, you can attack shields, force your opponent to discard, and stomp all over your opponent.



Play your high-cost cards early as mana.

Start out by playing several turns of mana, tossing high-cost cards like Corile, Teleportation, and even Terror Pit into your mana zone. Don't get hung up on keeping these hugely powerful cards. You can always draw more of them later, and you need mana to cast your cards. If you don't convert the high-cost cards into mana, you'll have to use up your low-cost cards, which means you won't have anything to play early in the game.

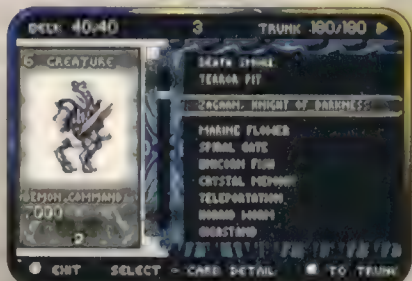


Water's Unicorn Fish bounces a creature and serves as an attacker in a pinch.

Build up mana to play your Water bounce spells (Spiral Gate and Teleportation) or your Darkness destruction spells (Death Smoke, Terror Pit). You want to control the battle zone by denying your opponent any creatures to attack with. Leave his blockers alone until they cause a problem when you want to attack. While you have limited resources, it's always

better to destroy a potential attacker than a blocker.

Creatures that serve double duty—such as Water's Unicorn Fish, which returns one of your opponent's creatures to his hand, and Horrid Worm, which forces your opponent to discard each attack—help you maintain battle-zone control. A card like Corile really hampers your opponent, because it returns one of his creatures to the top of his deck, thereby slowing him down one turn when he draws the same card again.



The 7000-power Zagaan can win the game single-handedly in record time.

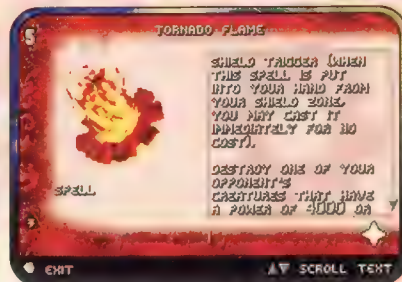
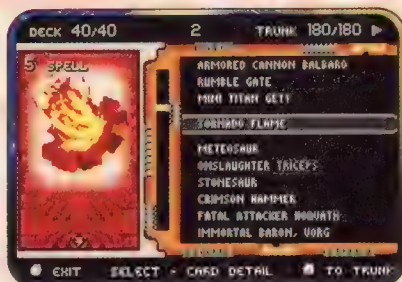
When are free from dealing with your opponent's attacks, play the six-mana Zagaan. As an attacker goes, Zagaan kicks it to the max, slamming with 7000 power and double breaker. In this deck, though, you don't need the big gun. Even a small guy like the Unicorn Fish can win it for you when your opponent doesn't control any creatures in play.

Darkness Tournament Deck

Card Name	No. in Deck	Civilization	Type	Cost	Power	Rarity
Corile	2	Water	Creature	5	2000	Common
Crystal Memory	3	Water	Spell	4	—	Rare
Death Smoke	4	Darkness	Spell	4	—	Common
Gigastand	3	Darkness	Creature	4	3000	Common
Horrid Worm	4	Darkness	Creature	3	2000	Common
Marine Flower	4	Water	Creature	1	2000	Common
Saucer-Head Shark	2	Water	Creature	5	3000	Rare
Spiral Gate	4	Water	Spell	2	—	Common
Teleportation	3	Water	Spell	5	—	Rare
Terror Pit	4	Darkness	Spell	6	—	Rare
Unicorn Fish	4	Water	Creature	4	1000	Rare
Zagaan, Knight of Darkness	3	Darkness	Creature	6	7000	Super Rare

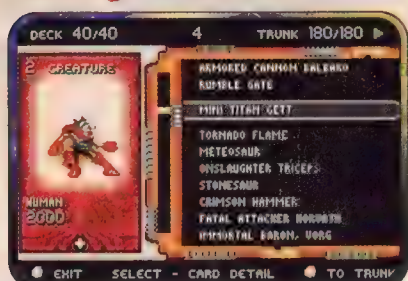
Fire Civilization

Burning for a deck that will win you the big local tournament? The Fire civilization and its collection of destruction spells will make any pyromaniac happy. Fire is loaded with speedy creatures and defensive spells to get past enemy blockers and through your opponent's shields. If you go straight Fire with no help from other civilizations, you won't have any blockers, so it better be a race for those shields or you may be erased.



Fire is all about in-your-face destruction.

Civilization Comparisons



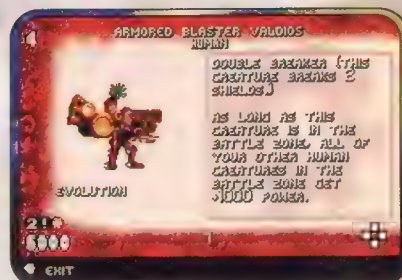
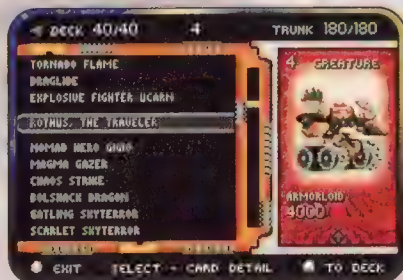
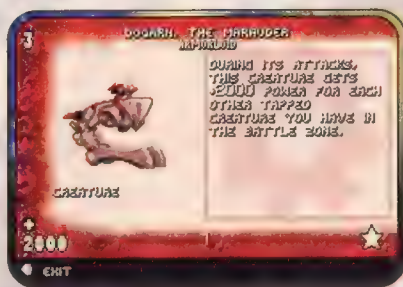
second-turn play). Even a more expensive creature like the Onslaught Triceps shows its speed. It costs three-mana and destroys one of your mana when it comes into play, but you gain a 5000-power attacker who might arrive as early as the third turn. That can be too fast for many opponents to deal with.

Hand in hand with its speed, Fire's mana curve looks very good. It has several low-cost cards like Artisan Picora (one mana), Crimson Hammer (two mana), and Dogarn, the Marauder (three mana), the Marauder (three mana), so you always have something to do early in the game. Later, Fire gives you some powerful cards like Rothus, the Traveler (four mana), Meteorosaur (five mana), and Bolshack Dragon (six mana) that do a lot more for the mana.



Low-cost creatures like Mini Titan Gett and Artisan Picora fuel Fire's speed attack.

With so many low-cost creatures, Fire has the inside track on being the game's speediest civilization. You will burn through your opponent's shields early with creatures like the Deadly Fighter Braid Claw (a possible first-turn play) and Brawler Zyler (a possible



Fire's evolutions can power up your human creatures.

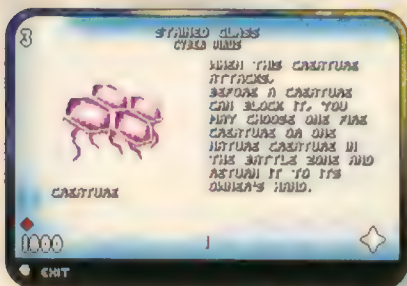
Cards like Dogarn, the Marauder and Rothus, the Traveler fit perfectly into Fire's mana curve.

Even its evolutions are well balanced. The Armored Cannon Balbaro costs just three mana for an evolution that can become a powerhouse, while the Armored Blaster Valdios costs four mana and can pump up your entire team. These are bargains that can easily fit into any deck that plays the same race as the evolution.



The evolutions in your primary civilization are powerful enough to play many of the same creatures in that race to make sure the evolutions can be played to the battle zone.

Of course, Fire likes its destruction spells. It rivals the Darkness civilization for its raw destructive power, and either civilization can control the board with its damaging creatures and spells. Water might have the edge in battle-zone control with so many creatures and spells that return enemy creatures to your opponent's hand, but with Fire, your methods of dealing with the enemy creatures are final.



Water might bounce creatures well, but it doesn't hold a candle to Fire's destructive power.

If you count frying a creature until it wouldn't even make good barbecue as defense, Fire has a big supply. Many times, though, you will use these spells in an aggressive manner to clear the battle zone for your creatures to

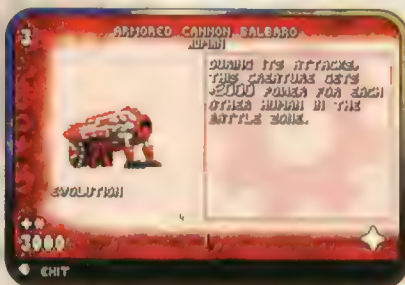
walk in on your opponent's shields. In the pure defensive category of blockers, Fire has none. It has some creatures that can attack untapped creatures (Cavalry General Curatops and Gatling Skyterror), which can serve as defense, but its lack of blockers usually fuels Fire's desire to burn down an opponent's shields before Fire's shields can fall.



Fire has creatures that can attack other creatures directly. It doesn't have any blockers, though.

Fire's mission statement is attack and destroy. There are really no fancy tricks with the Fire civilization. Your spells and creatures are geared toward speed and destruction. Where Water can draw cards and Nature can play mana games, Fire goes for the throat in the only way it knows how—straightforward, holding nothing back.

Burn, Baby, Burn Deck



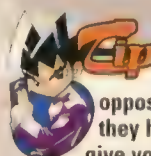
Your basic Fire deck uses fast humans and the human evolution card, Armored Cannon Balbaro.

Playing into Fire's speed, you want to outrace your opponent in your duel. With a few sets of cheap human creatures and Armored Cannon Balbaro (the human evolution that gets bigger for all your humans in the battle zone), this nonrare deck has the weaponry to knock your opponent down permanently before they can get up and mount a decent defense.



If possible, play one creature a turn with this deck.

Drop at least one creature each turn for the first four turns. On the first turn, play one of your Deadly Fighter Braid Claws and attack the following turn. On the second turn, play any of three different two-mana creatures—the Brawler Zylar; Immortal Baron, Vorg; or the Mini Titan Gett—to continue the attack. Early in the game, if a blocker pops up to stop your horde, fry it with a Crimson Hammer.

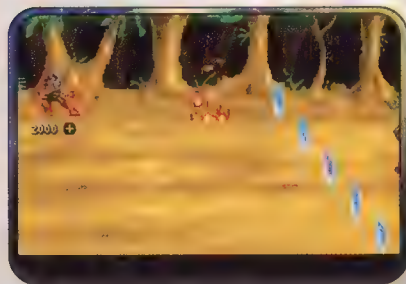


Don't worry about opposing attackers. When they hit your shields, they give you more cards to play, and you need to save your destruction spells for blockers.



Attack often and follow up with creature reinforcements.

By your third or fourth turn, you should have knocked down some of your opponent's shields. Continue the assault with Onslaught Triceps, Armored Cannon Balbaro, and Fire Sweeper Burning Hellion. The Onslaught can be huge, since it steps into the battle zone early as a 5000-power attacker. However, it destroys one of your mana so it prevents you from casting any of your bigger cards for the next two or three turns. The Armored Cannon Balbaro converts one of your smaller humans into a 3000-power battering ram that gets stronger for each other human you have in the battle zone. When you need to punch through with one hit, go to Balbaro. Finally, the Fire Sweeper drops down for four mana and provides a 3000-power attacker that can shoot up to a 5000-power punisher on the attack.



Burn your opponent's creatures if they have a chance of destroying yours.

On the top end of your mana curve, Meteosaur and Stonesaur serve two different purposes. The Meteosaur adds a little more destruction to the deck to help you remove troublesome blockers. Play it only when you have a 2000-power or less blocker to target or when you're in danger of losing the race to another fast deck. The five-mana Stonesaur enters the battle zone as a 4000-power creature that grows to a 6000-creature on the attack. Toward the end of the game, you may need to bring in Stonesaur to break through to those last shields.



Your opponent will bring out creatures. Make sure you bring out more.

Rumble Gate can power up all your creatures with +1000 for the turn, making it easier to survive a big combat against enemy blockers. You can also play Rumble Gate to go after your opponent's creatures. The spell enables all your creatures to attack untapped creatures so you can surprise your opponent with an assault that destroys all their creatures—the creatures they probably thought were safe and sound.



Eventually the pressure of your creatures and destruction spells will cut through the enemy resistance.

Save your destruction spells for the right enemy creatures. You have only a handful each game, so blast blockers that might kill your creatures or any big enemy creature that might counterattack and eliminate your valuable, but smaller, attackers. When you reach five mana, your Tornado Flame can destroy most enemies. If your opponent plays a creature that's too big for your destruction spells to handle, you must speed up the attack and blow up your opponent's shields first. Play as many creatures as possible each turn and attack with them all, regardless of the consequences.

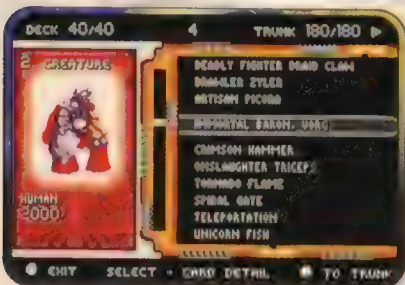
Fire Single-Color Deck

Card Name	No. in Deck	Civilization	Type	Cost	Power	Rarity
Armored Cannon Balbaro	2	Fire	Creature	3	3000	Uncommon
Brawler Zylar	4	Fire	Creature	2	1000	Common
Crimson Hammer	4	Fire	Spell	2	—	Common
Deadly Fighter Braid Claw	4	Fire	Creature	1	1000	Common
Fatal Attacker Horvath	4	Fire	Creature	3	2000	Common
Fire Sweeper Burning Hellion	4	Fire	Creature	4	3000	Common
Immortal Baron, Vorg	4	Fire	Creature	2	2000	Common
Meteosaur	2	Fire	Creature	5	2000	Uncommon
Mini Titan Gett	4	Fire	Creature	2	2000	Common
Onslaught Triceps	2	Fire	Creature	3	5000	Uncommon
Rumble Gate	2	Fire	Spell	4	—	Common
Stonesaur	2	Fire	Creature	5	4000	Uncommon
Tornado Flame	2	Fire	Spell	5	—	Uncommon

Card Advantages

Fire employs several "regular" creatures to get the job done. Creatures like the Immortal Baron, Vorg give you a straight power-to-mana ratio. In the Baron's case, it's a 2000-power creature for two mana.

Fighter might run into a more powerful opposing blocker, and one of your opponent's creatures might counterattack and destroy the Draglide while it's tapped.



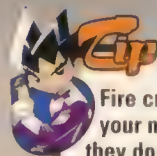
Speedy creatures like the Immortal Baron, Vorg don't cost much to summon to the battle zone.

Other "normal" creatures have a good power-to-mana ratio, but they must attack each turn. The 1000-power Deadly Fighter Braid Claw and the 5000-power Draglide must attack each turn. You receive a well-priced creature in these cases, but they are much more vulnerable, since the Deadly



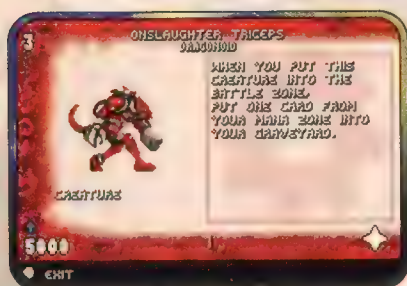
Certain Fire creatures must attack each turn.

Fire also boasts some powerful creatures that destroy one of your mana cards when they enter the battle zone. The upside is that you get a creature that has a better power-to-mana ratio than normal. The Artisan Picora, for example, enters the fray as a 2000-power creature for one mana. One of Fire's better creatures, the Onslaught Triceps, strikes as a 5000-power creature for only three mana.



If you add to your deck Fire creatures that destroy your mana, be careful that they don't slow down your deck too much.

There are variations on the Fire drawback of destroying mana. When the 2000-power Engineer Kipo hits the graveyard, both players lose a card from their mana zone. With the 5000-power Bombersaur, players lose two mana when it goes to the grave. In another twist, the 5000-power Bolzard Dragon destroys mana but never destroys your own mana. Whenever the Dragon attacks, your opponent must sacrifice a mana, which could prevent your enemy from ever playing another big-mana card.



Some of Fire's more powerful creatures destroy mana cards in your mana zone when they enter play.

Unfortunately, Fire's creature gallery doesn't include any blockers. The closest Fire has to blockers are creatures that can attack untapped enemy creatures. For three mana, the 2000-power Cavalry General Curatops can deal with enemy creatures. With only 2000 power, though, the General usually trades off in the process. Nomad Hero Gigio costs five mana for a 3000 body, which usually does better against your opponent's smaller creatures.



Fire plays creatures and tries to overpower you.

Fire is known for its power attackers. On the attack, power attack adds its bonus to the creatures' power total—but only for the attack! On your opponent's turn, your creature returns to its weaker state and will be tapped, so it presents a big target to enemy creatures that want some revenge.



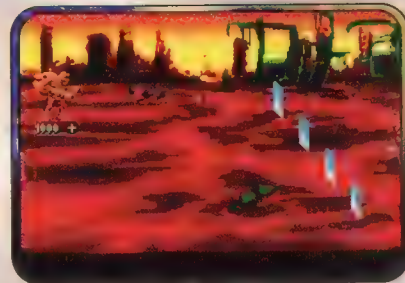
Try to get into offensive fights with your power attackers. They are stronger on the attack and can survive more battles this way.

At the low end of the charts, the Brawler Zylar starts at a base 1000 power and gains +2000 when it attacks. Not bad for two mana, though for three mana you can cast Dogarn, the Marauder, a souped-up power attacker. Dogarn gains +2000 for each tapped creature you control.



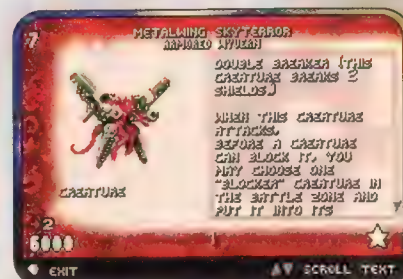
It's crucial to get off to a fast start with most Fire decks.

When you reach four mana, you have many choices. The 3000-power Fire Sweeper Burning Hellion gains +2000 power attacker, the 3000-power Armored Walker Urherion gains +2000 power if you control a human creature, and the 2000-power Super Explosive Volcanodon gains +4000 on the attack. If you can inch up to five mana, the 4000-power Stonesaur adds +2000 when it attacks. You even have a spell that gives one of your creatures +2000 for the attack—the one-mana Burning Power.



Your power attackers pound through enemy defenses to reach the shields.

When you want to add some firepower to the offense, look toward Fire's double-breaker attackers. The fastest double breaker comes with your Armored Blaster Valdios evolution. Your transformed human shoots up to 6000 power and gains double breaker. At five mana, the 4000-power Galsaur can gain +4000 power attacker and double breaker, but only if it's the only creature on your side. Also for five mana, the 9000-power Explosive Fighter Ucan hits with double breaker, but first you must sacrifice two mana when it enters the battle zone.



Your large Fire creatures, especially your double breakers, can finish off the job.

Most of your double breakers are more expensive. For six mana, you can call forth the 6000-power Bolshack Dragon, and for seven mana, you can summon the 6000-power Astrocomet Dragon or the 7000-power Gatling Skyterror. All these double breakers aren't fast but will decimate your opponents' shields given time. To speed things up, try the Magma Gazer spell. For three mana, you give one creature +4000 power and double breaker for a single attack.



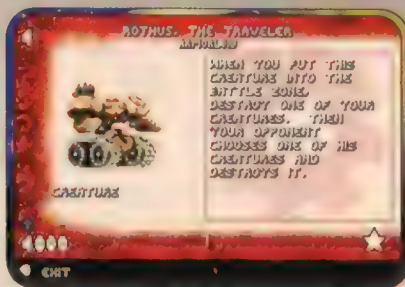
Your destruction spells protect your smaller creatures in battle.

When speed fails, Fire rests on its ability to damage creatures and send them to the graveyard. The bread-and-butter destruction comes in the form of spells like Crimson Hammer and Tornado Flame. For two mana, the clutch Crimson Hammer can destroy any creature of 2000 power or less. At five mana, the Tornado Flames destroy a creature of 4000 power or less, and it might go off for free through its shield trigger. Burst Shot has mass damage capabilities. The six-mana spell, which gets cheaper if you cast it through a shield trigger, destroys *all* creatures in the battle zone with 2000 power or less.



Use your spells to take care of defensive creatures, not offensive ones.

Fire also has a pair of spells that can help your creatures destroy other creatures. The cheaper, two-mana Chaos Strike allows you to choose an untapped creature and gives your creatures the opportunity to attack it directly. The more powerful version, the four-mana Rumble Gate, pumps all your creatures up by +1000 for the turn and allows you to attack any of the untapped creatures.



When Rothus, the Traveler enters play, your opponent must make a tough decision on which creature to destroy. Unfortunately, so will you.

On the creature front, Fire has destructive weapons too. For four mana, the 4000-power Rothus, the Traveler forces your opponent to choose a creature to put in the graveyard, then you must do the same. At five mana, the 2000-power Meteorosaur destroys one of your opponent's creatures with 2000 power or lower.

Climb up to seven mana and the 6000-power Metalwing Skyterror destroys one blocker whenever it

attacks. Its brother, the 3000-power Scarlet Skyterror, costs eight mana, but destroys all the blockers in your way.

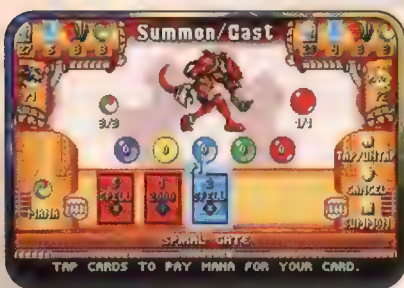
Fire Swarm Deck

Show no mercy with the Fire Swarm deck. Go for your opponent's shields from your first card play. You cast your one-mana and two-mana creatures early, and when you reach three-mana, you cast your biggest attacker with the 5000-power Onslaught Triceps. Speed alone should beat any nontournament deck you face.



Charge in with your cheap creatures and eliminate early blockers.

Try to get two or three creatures into play first, then use Fire's Crimson Hammer or Water's Spiral Gate to remove any blockers or counterattack possibilities. If your opponent hits your shields, that's okay, so long as they aren't doing that more often than you are. Each shield adds the possibility of drawing another creature for the following turn or might activate a shield trigger and get off one of your removal spells for free.



Pour out the creatures for an endless stream of attackers.



Tip Attack with your creatures as much as possible with this speed deck. If you can take out a shield, even if it means your creature will perish on the following turn, go for it!

Be careful when playing the Artisan Picora and Onslaught Triceps. Though you don't have many expensive spells, you can't afford to chew up all your mana. There will be times when you should summon multiple creatures in the same turn to help overrun your opponent, and you need mana to do that. If you have only the Artisan Picora as your first-turn play, cast it. If you don't play it on the first turn, wait until later. You'll probably want to play the beefier Onslaught Triceps on the third turn, then play the Artisan when you have extra mana or need another creature.



Your creature horde breaks through all the shields in record time.

Some of your more expensive cards, or rarer cards in the case of Water's Teleportation and Unicorn Fish, help your cheap creatures continue the attack. Teleportation can knock two creatures out of the battle zone, and Unicorn Fish returns one to your opponent's hand and prepares to attack on the following turn as a 1000-power creature.

You have more than enough early Fire creatures to win by turn four or five. Even if your opponent manages some defenses, your removal spells should still keep the duel to no longer than eight turns.

Fire Double-Color Deck

Card Name	No. in Deck	Civilization	Type	Cost	Power	Rarity
Aqua Hulus	2	Water	Creature	3	2000	Common
Artisan Picora	4	Fire	Creature	1	1000	Common
Brawler Zyler	4	Fire	Creature	2	1000	Common
Crimson Hammer	4	Fire	Spell	2	—	Common
Deadly Fighter Braid Claw	4	Fire	Creature	1	1000	Common
Immortal Baron, Vorg	4	Fire	Creature	2	2000	Common
Mini Titan Gett	4	Fire	Creature	2	2000	Common
Onslaught Triceps	4	Fire	Creature	3	5000	Uncommon
Spiral Gate	4	Water	Spell	2	—	Common
Teleportation	1	Water	Spell	5	—	Rare
Tornado Flame	4	Fire	Spell	5	—	Uncommon
Unicorn Fish	1	Water	Creature	4	1000	Rare

Tournament Tips



Fire supplements a ton of tournament decks with its burn spells.

Fire blazes a trail in the majority of the tournament decks you'll see in the game. Players like the two strengths that Fire offers: speed and destruction. When you see that red background in the tournament arena, you know your opponent plans to either hit you early with a crush of creatures or supplement their combat strategy with powerful destructive spells.



Fire's midrange creatures probably won't find their way onto the battlefield often.



You will see several one- and two-mana Fire creatures in the tournaments. Have cards in your deck to deal with these creatures' blazing speeds.

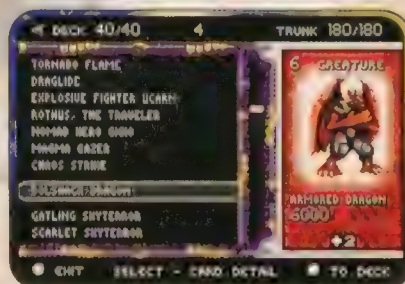
Most of the midrange Fire creatures won't make it into your tournament deck. If you go for speed, you want your one-mana and two-mana creatures to press the attack. You might throw the

occasional three-mana Onslaught Triceps or the five-mana Explosive Fighter Ucan in as a finisher, but there won't be many of them in your deck.



When your blockers start to fail, rely on Fire to clean up the board with its spells.

Plus, remember, that many of your Fire spells cost four, five, or six mana. If you play a creature for that cost, you can't follow up with a destruction spell. If you play your spell, then your creature sits in your hand. Part of the reason speed creatures work in Fire is their ability to play a small creature and use a damage spell in the same turn.



Fire's smaller creatures might fall in battle, but it's much harder to down a big Fire bruiser.

When it comes to big creatures, though, Fire can help you out with a few tournament finishers. The "small" 5000-power Draglide flies into play for five mana, while the larger 7000-power Gatling Skyterror costs you seven mana. You can support your speed creatures with bruisers like these two. With the most power attackers and double breakers in the game, don't expect Fire to go out easily.



From defense to offense, Fire has the tools to bring you home some medals.

Total Control Deck



Withstand the early beating and this deck will assert control with its destruction spells.

You may take an early beating with the Total Control deck, and that's all part of the grand scheme. While you build up mana and stockpile your destruction spells, your blockers will handle the enemy's initial charge, and even if they don't, you want to let some of your shields get blasted so you can draw more cards.



Don't be discouraged if you lose a few shields with this deck. That's what's supposed to happen. You will come back with your destruction spells and big finishing creatures.



Blockers like the Wandering Braineater will hold off small creatures while you deal with larger ones with spells like Death Smoke.



Once the deck settles into the four-mana mark, you can deal with most threats. If a giant creature hits the battle zone, pull out a Death Smoke and deal with it immediately (even if it means taking another hit to your shields). Crimson Hammers can hold off small attackers and help your Wandering Braineaters and Bloody Squitos stay in the game a while longer. With 11 shield trigger destruction spells, most games will see a free spell at a critical juncture when you need to remove your opponent's key creature soon.



When you have control of the battle zone, play the Dark Titan Maginn to finish off your opponent.

As soon as things settle down and you're not in danger of a quick exit, play a Horrid Worm to the table. The Total Control deck lets your opponent play out the cards in their hand, and they don't immediately go for their shields.

The idea is to have them use up their cards, then destroy them all with your blockers, destruction spells, and shield triggers. Eventually, you'll get them down to drawing a single card a turn. The Horrid Worm and its buddy, the larger Dark Titan Maginn, force your opponent to discard when you attack, so they lose whatever is in their hand and be near helpless the following turn.



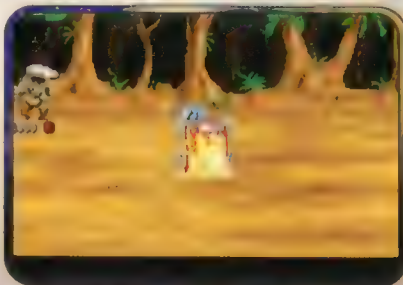
When attacking with discard creatures like the Dark Titan Maginn, use another creature first. If that creature gets through and returns a shield to your opponent's hand, the Dark Titan can knock it out on its attack.



Terror Pit destroys the most annoying enemy creature for you.

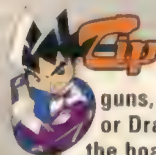
Fire Civilization

You can win with a Horrid Worm in play with this deck. Between your destruction spells and the Chaos Worm evolution that transforms the Horrid Worm into a destructive weapon and 5000-power attacker, the deck handles at least one to two enemy threats a turn. Hold your Death Smoke cards for enemy creatures that may have power levels higher than 4000 (your Fire spell can't go that high). You only have to play up to six mana. Once you reach the Terror Pit threshold, whatever your opponent plays will be incinerated when you choose—even if it manages to attack once and avoid the Death Smoke.



Combine Darkness and Fire and you have the most destruction you can fit in a single deck.

With this deck, always concentrate on defense and battle zone control. You never want to play Draglide or Dark Titan Maginn if you have a creature to destroy. As long as you keep your opponent's threats off the screen, you can take your time drawing into a finishing creature. The deck is so loaded, you probably have enough for two tournament decks!



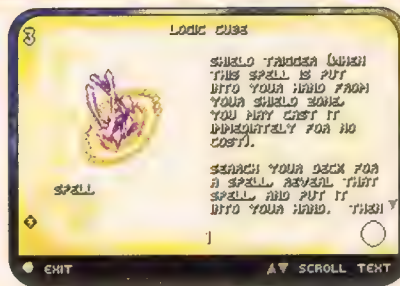
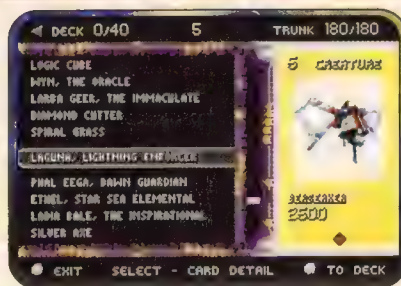
Don't play your big guns, Dark Titan Maginn or Draglide, until you clear the board of any potential enemy threats.

Fire Tournament Deck

Card Name	No. in Deck	Civilization	Type	Cost	Power	Rarity
Bloody Squito	4	Darkness	Creature	2	4000	Common
Burst Shot	3	Fire	Spell	6	—	Uncommon
Chaos Worm	3	Darkness	Creature	5	5000	Common
Crimson Hammer	4	Fire	Spell	2	—	Common
Dark Titan Maginn	3	Darkness	Creature	6	4000	Very Rare
Death Smoke	4	Darkness	Spell	4	—	Common
Draglide	3	Fire	Creature	5	5000	Rare
Horrid Worm	4	Darkness	Creature	3	2000	Common
Terror Pit	4	Darkness	Spell	6	—	Rare
Tornado Flame	4	Fire	Spell	5	—	Uncommon
Wandering Braineater	4	Darkness	Creature	2	2000	Common

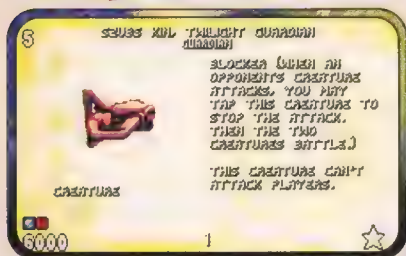
Light Civilization

Where Darkness and Fire light up the battle zone with destructive power, the Light civilization shines with its defensive creatures and special tricks. Light might not have the brightest finishing creatures in the game, but it can blindsides an opposing army with some surprise spells, including the most powerful spell in the game—Holy Awe.



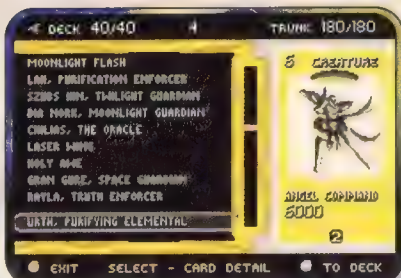
The Light civilization has many tricks and surprises.

Civilization Comparisons



Light's blockers usually have higher powers than the mana spent on them.

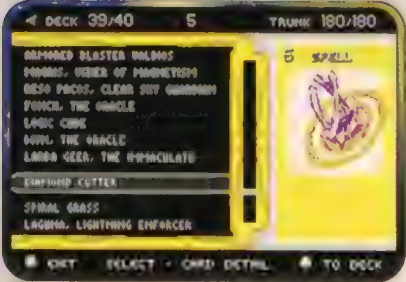
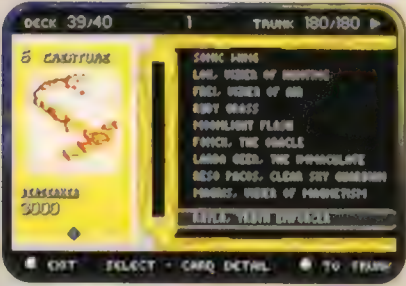
The Light consumes Darkness and all the other civilizations in its superior defense. The Light blockers can't be beat for the cost. Almost all of them give you a higher power-than-mana ratio, so a creature like Dia Nork, Moonlight Guardian enters play as a 5000-power blocker for four mana. The titanic Gran Gure, Space Guardian even tops the charts as a 9000-power blocker for six mana. With a slew of spells that tap enemy creatures, expect Light to stay in the game for a very long time.



Light can summon large creatures to the battle zone.

In the area of special abilities, only Water exceeds Light. Tapping spells alone would probably put Light ahead of Darkness and Fire. However, Light offers more with creatures such as Frei, Vizier of Air that don't tap when it attacks, and Rayla, Truth Enforcer that fetches any spell from your deck when it hits the battle zone. Perhaps the niftiest card in *Duel Masters: Sempai Legends*, Diamond Cutter enables all blockers to attack and cancels the effects of summoning sickness. That's pretty good for five mana.

Light Civilization



Cards like Rayla, Truth Enforcer and Diamond Cutter give Light more flexibility than most of the other civilizations.



Look for Light to provide many tricks like tapping, card drawing, and deck searching.

When you're thinking about mana expenses and the power level of all your creatures, Light falls dead center in the middle of all the civilization's mana curves. Nature and Fire have a better array of creatures spread through the different mana costs, while Light has a better creature spread than Water and Darkness. You can usually get away with the mediocre mana curve because most of Light's creatures are a little more powerful for the mana, primarily because they are meant to be blockers first and foremost.



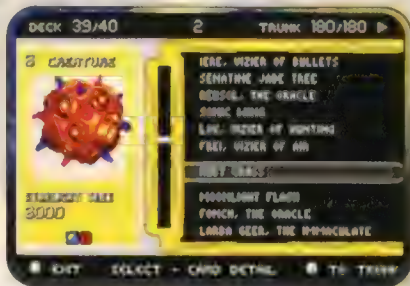
Light doesn't beat out Nature for a mana curve, but it's still decent.

As you might guess, Light falls near the bottom of the comparisons in the speed department. Only the Darkness civilization mounts a slower attack than Light, and even that might not be the case if Light repeatedly pulls out blockers. Where a Fire deck's first-, second- and third-turn plays may be aggressive creatures, Light's are almost always defensive blockers or creatures that have a game effect such as Magris, Vizier of Magnetism (which has you draw a card).



Light plays slow compared to civilizations like Fire.

Light can, however, control the battle zone with its strong defensive creatures. Its series of blockers can prevent the creature attack from stomping through to your shields, but remember that Light's defense is very vulnerable. Where Darkness, Water, and Fire can follow up with spells to protect and fortify the battle-zone position, Light doesn't have that luxury. A couple of destruction spells later, a Light player could end up in deep trouble when their high-powered blocker lies in the graveyard.



Blockers are the strength of most Light decks.



Don't play Light if you want to destroy opposing creatures at will—go to Darkness or Fire for that.

If you enter into Light with destruction on your mind, you won't have a chance. The Light civilization abhors destruction, unless it's with the counterpunches Light's blockers can deal to enemy creatures. It really has no destruction spells to call its own—no major spells like Darkness, no damage spells like Fire, and no bounce spells like Water. Because of this, Light usually needs support from another civilization when it comes tournament time.

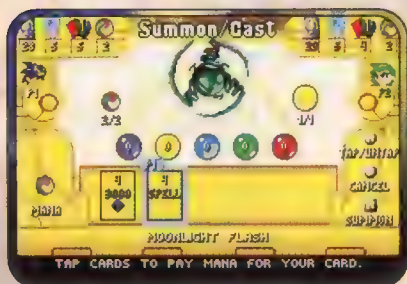


Light needs help from other civilizations when it comes to destruction.

Lightning Quick Deck

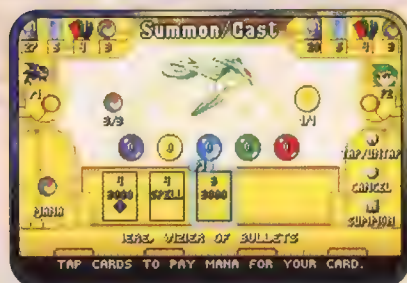
Unlike most Light decks, the Lightning Quick deck isn't about defense. The deck's primary goal is to destroy the opponent's shields quickly. If you enjoy playing decks that go against the norm for a particular civilization, Lightning Quick should give you hours of fun.

DUEL MASTERS™ PRIMA OFFICIAL GAME GUIDE



Attack early with your faster creatures like Reusol, the Oracle.

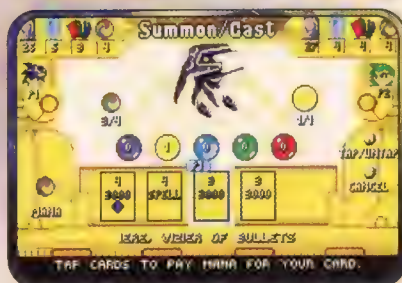
The deck brings a nice mana curve to your game. You have four offensive creatures that cost two mana, eight that costs three mana, and eight creatures that cost four mana. Play at least one a turn beginning with the second turn and try to overwhelm your opponent's creatures. Once you have five or six mana in play, you can start casting multiple cards, including spells to back up your creature's attack.



As you play mana, you can play bigger creatures like here, Vizier of Bullets.

Start with Reusol, the Oracle on the second turn. It's a 2000-point attacker for two mana and kicks off your shield beatings. At the next mana, you have identical creatures to choose from—here, Vizier of Bullets and Reso Pacos, Clear Sky

Guardian. Both are 3000-power attackers for three mana and are common, so they can fill in the middle of your attack squad with four copies each.



Hopefully your attacks will catch your opponent off guard early. If not, bring in the bigger troops.

You have a little more punch when you reach the four-mana mark. Lok, Vizier of Hunting comes as a muscular 4000-power attacker for four mana; Magris, Vizier of Magnetism draws you an extra card when it enters the battle zone, even if it only shows up as a 3000-power attacker.



Tip Creatures like Ruby Grass and Frei, Vizier of Air untap at the end of your turn. This makes them elusive, as they attack and can't be easily attacked back.

While your creatures flail away at your opponent, you can play a few creatures for defense. At three mana, the uncommon Ruby Grass sports a 3000-power body for a blocker and can untap at the end of your turn. Ruby Grass proves excellent for counterattacking an



Light Civilization

opponent's creatures, destroying it, then untapping out of harm's way before your opponent's creatures can attack it on the next turn. At three mana also, its blocker brother, the Senatine Jade Tree, can stop creatures with its 4000-power body.



Even with three creatures on defense, Frei, Vizier of Air can attack without fear of retaliation.

In order to pack some destruction into the deck, Light must pull some tricks. You can't draw a single spell and blast your opponent's creature into smithereens. To destroy a small or medium-sized enemy creature, play Fonch, the Oracle to tap the creature. While it's tapped, direct one of your other creatures to attack the enemy creature and finish it off.

Frei, Vizier of Air provides a similar threat to the Ruby Grass, in that Frei untaps at the end of your turn. The uncommon Frei can attack one of your opponent's shields, then untap out of range of a counterattack, or it can help out with defense.



Fonch, the Oracle can tap blockers to open the way directly to your opponent.

In the finisher category, the evolution Larba Geer, the Immaculate must be played on a guardian like Reso Pacos, but it's worth it. Larba transforms the guardian target into a 5000-power attacker and taps all your opponent's blockers in the battle

zone. With this one play, you can possibly sweep in for the win or destroy a few of the troublesome blockers that have thwarted you to this point.



If you have some rares in your collection, add more guardians and more powerful creatures to the deck. It will play even stronger.

When your opponent has two or less blockers ready to throw themselves in the way, disrupt the strategy with a Moonlight Flash. This spell taps two of your opponent's creatures, opening a path for your attackers to charge in or attack a now-tapped creature.

Your most popular win, however, comes with Sonic Wing. For three mana, this spell makes one of your creatures unblockable, so when you need to sneak through your opponent's mounting defenses for that one last attack, you have a secret weapon.

Light Single-Color Deck

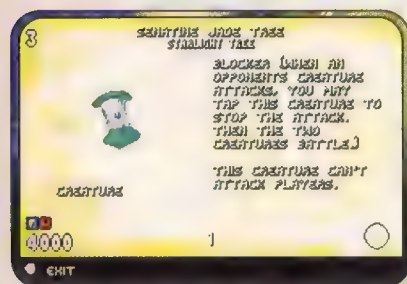
Card Name	No. in Deck	Civilization	Type	Cost	Power	Rarity
Fonch, the Oracle	4	Light	Creature	4	2000	Common
Frei, Vizier of Air	2	Light	Creature	4	3000	Uncommon
Iere, Vizier of Bullets	4	Light	Creature	3	3000	Common
Larba Geer, the Immaculate	2	Light	Creature	3	5000	Uncommon
Logic Cube	2	Light	Spell	3	—	Common
Lok, Vizier of Hunting	2	Light	Creature	4	4000	Common
Magris, Vizier of Magnetism	4	Light	Creature	4	3000	Common
Moonlight Flash	2	Light	Spell	4	—	Uncommon
Reso Pacos, Clear Sky Guardian	4	Light	Creature	3	3000	Common
Reusol, the Oracle	4	Light	Creature	2	2000	Common
Ruby Grass	2	Light	Creature	3	3000	Uncommon
Senatine Jade Tree	4	Light	Creature	3	4000	Common
Sonic Wing	4	Light	Spell	3	—	Common

Card Advantages



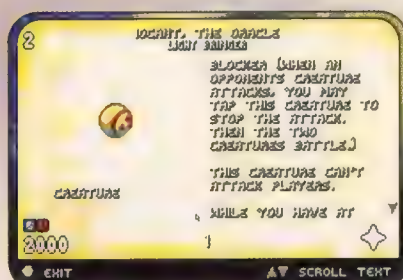
Light falls between the weaker Darkness and the stronger Nature in the creature department.

Light is no slouch in the creature department. The midrange creatures in Light—the ones that cost three, four, and five mana—are quite good. What it lacks in speed, Light makes up for in utility and cost effectiveness.



Light holds key blockers like Senatine Jade Tree.

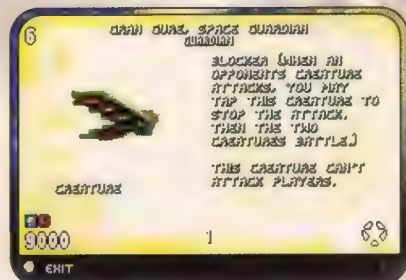
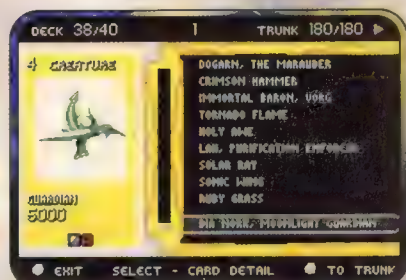
In a close race with Water, Light ends up with the most blockers in *Duel Masters: Sempai Legends*. Unlike most of Water's blockers, Light's blockers can attack other creatures (just not players). This can be a huge difference, since Light's blockers can defend even after an enemy attack. They can block the attack, and they can counterattack on any tapped creature that might have gotten through the first time.



locant, the Oracle and Ruby Grass are blockers that have tricks to fool your opponent.

Beginning with the 2000-power La Uru Giga, Sky Guardian that costs one mana, Light moves up the blocking power scale. The 3000-power Emerald Grass and 2000-power locant, the Oracle both cost two mana, though locant gains +2000 power if you have an angel command creature in play. At the three-mana plateau,

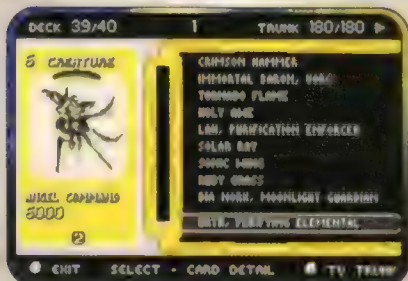
the 4000-power Senatine Jade Tree defends with the 3000-power Ruby Grass, except Ruby Grass can attack a tapped enemy creature and then untap at the end of your turn.



Dia Nork, Moonlight Guardian and Gran Gure, Space Guardian top the charts for blockers.

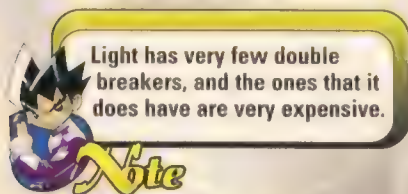
Your real blocker bruisers cost four mana or more. The 5000-power Dia Nork, Moonlight Guardian, and the 2500-power Spiral Grass show up for four mana, while the 6000-power Szubs Kin, Twilight Guardian clocks in at five mana. On the insane end of the scale, the 9000-power Gran Gure, Space Guardian and the 9500-power evolution Ladia Bale, the Inspirational cost six mana. Unlike other Light blockers, Ladia Bale can attack players and carries the double-breaker trait.

Light Civilization



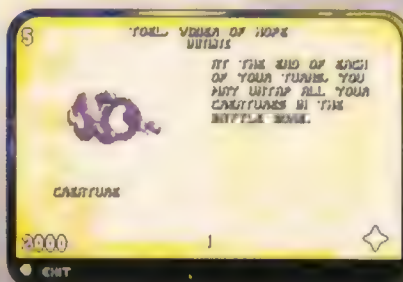
Urth, Purifying Elemental and Hanusa, Radiance Elemental carry the rare double breaker trait in Light.

Light has only two other double breakers. The 6000-power Urth, Purifying Elemental costs six mana for double breaker, but also untaps at the end of your turn. For seven mana, the 9500-power Hanusa, Radiance Elemental also powers through your opponents' shields with double breaker.



Light has some cost-effective creatures that do well for you on the battlefield, such as Lah, Purification Enforcer.

Many of Light's "regular" creatures fall into a gradual mana curve, making it easy to play a creature each turn (and multiples later in the game). Reusol, the Oracle shows up in many decks, because it's Light's only 2000-power attacker for two mana. Creatures like the 3000-power Iere, Vizier of Bullets for three mana and the 4000-power Lok, Vizier of Hunting for four mana continue the power-to-mana tradition. Lah, Purification Enforcer may be your best bargain as you gain a 5500-power attacker for five mana.

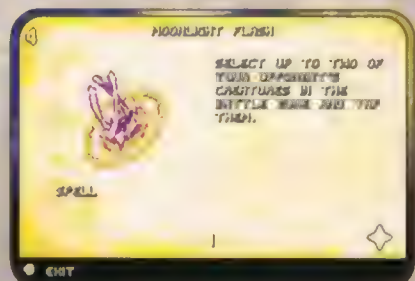


Creatures like Toel, Vizier of Hope and Wyn, the Oracle carry special effects with them.

Many of Light's creatures have a special effect when they enter the battle zone or attack. For five mana, the 2000-power Toel, Vizier of Hope gives all your creatures the ability to untap at the end of your turn. The 4000-power Phal Eega, Dawn Guardian costs five, but you get to retrieve a spell from your graveyard when it hits play. For six mana, you get only a 3000-power attacker with Rayla, Truth Enforcer, but its main function is to search your deck for any spell and put it into your hand.

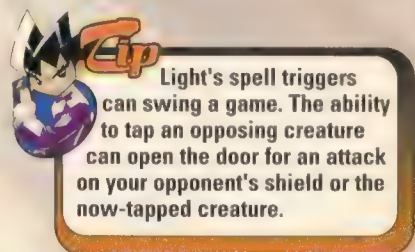
When the 1500-power Wyn, the Oracle attacks, you may look at

one of your opponent's shields and then replace it. This can help you avoid a shield trigger or avoid giving your opponent the card he really needs when you slam that shield. The four-mana Chalias, the Oracle hits as a 2500-power attacker and never dies—it goes back to your hand instead of the graveyard. The 2500-power Laguna, Lightning Enforcer, though not invulnerable like Chalias, fetches any spell from your deck each time you attack.



Light excels at tapping enemies with its creatures and spells.

Light owns six creatures and spells that tap your opponent's creatures. The three-mana Miele, Vizier of Lightning taps one creature and works up the four-mana Moonlight Flash spell that taps two creatures, tiring out your opponent's creatures. Fonch, the Oracle costs four mana and also taps a single creature when it enters the battle zone, while Larba Geer, the Immaculate taps down all blockers.



To round out the tappers, Light employs two shield triggers that can profoundly affect the game. The smaller Solar Ray costs two mana normally, but can go off for free as a shield trigger and taps one creature. The mega-powerful Holy Awe costs six when you cast it naturally or zero mana as a shield trigger and taps *all* your opponent's creatures. Holy Awe can stop an enemy attack and part the battle zone for all your creatures to trash your opponent's shields.

Light and Heat Deck



Play creatures fast and furious early.

With our single-color Light deck, we built a speedy deck with some tricks to take advantage of Light's spells and tapping abilities. With your double-color deck, we added Fire to the mix and went for pure speed. In comes the destruction and Fire's faster creatures. This deck is built around pure offense.



Your midrange creatures support the faster, smaller critters.

On the first turn, cast the Deadly Fighter Braid Claw if it shows up. Follow with any of Fire's two-mana creatures or Light's two-mana Reusol, the Oracle and start attacking. You may hit two or three enemy shields before your opponent can mount an effective resistance. Your Crimson Hammers and Tornado Flames are for difficult blockers or big creatures that may counterattack your tapped creatures.



Concentrate your firepower on enemy blockers. You must race your opponent, and the more shields you can knock out, the better your chances of reaching the finish line first.



Spells like Tornado Flame protect your creature horde from larger opposing creatures.

Creatures like Iere, Vizier of Bullets; Lok, Vizier of Hunting; and Dogarn, the Marauder show up next. Dogarn can grow really big, since it gains +2000 for each tapped creature you have in the battle zone. With so many guys attacking, use Dogarn last and it should be at least a 6000-power attacker when you launch it.



Your creature storm should reach the opposing player before your shields fall.

Your big guns like Lah, Purification Enforcer and Metalwing Skyterror will finish the job. They may not even need help, since the 5500-power Lah and 6000-power Skyterror can survive most battles by themselves. Even so, you have one Holy Awe to tap all your opponent's creatures if you need a big charge for the win.



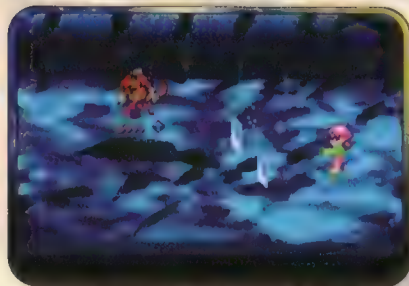
Many of Light's bigger creatures are very rare or super rare. If you have them in the collection, add a few in to power up the deck. If you have multiple copies of Holy Awe, they should be in the deck too.

Light Civilization

Light Double-Color Deck

Card Name	No. in Deck	Civilization	Type	Cost	Power	Rarity
Brawler Zyler	4	Fire	Creature	2	1000	Common
Crimson Hammer	4	Fire	Spell	2	—	Common
Deadly Fighter Braid Claw	4	Fire	Creature	1	1000	Common
Dogarn, the Marauder	1	Fire	Creature	3	2000	Rare
Holy Awe	1	Light	Spell	6	—	Rare
Iere, Vizier of Bullets	3	Light	Creature	3	3000	Common
Immortal Baron, Vorg	4	Fire	Creature	2	2000	Common
Lah, Purification Enforcer	1	Light	Creature	5	5500	Rare
Lok, Vizier of Hunting	2	Light	Creature	4	4000	Common
Metalwing Skyterror	1	Fire	Creature	7	6000	Rare
Mini Titan Gett	4	Fire	Creature	2	2000	Common
Reso Pacos, Clear Sky Guardian	3	Light	Creature	3	3000	Common
Reusol, the Oracle	4	Light	Creature	2	2000	Common
Tornado Flame	4	Fire	Spell	5	—	Uncommon

Tournament Tips



Light can be matched with any civilization to overcome your opponent's forces.

When the Light civilization takes the battle zone, you get defense and some finishing cards like Holy Awe and Hanusa, Radiance Elemental. You can build whole decks around playing solid defense and control the battle zone long enough to use one power creature, or one unblockable creature, to win the day.

Unfortunately, like most civilizations, when it comes tournament time, Light can't do it alone.



Nature creatures complement Light with their formidable attacking power and mana acceleration.

Teamed up with Nature, Light gains some bigger creatures to fill out its lineup and gains some crucial mana acceleration to help pay for its more expensive creatures and spells. Part of the problem with a Light-heavy deck is its lack of speed. It can block for a while, but the enemy might be building up for a powerful threat that Light can't stop alone. With Nature, Light gets more mana quicker, so it can get to those tournament winners a few turns earlier.

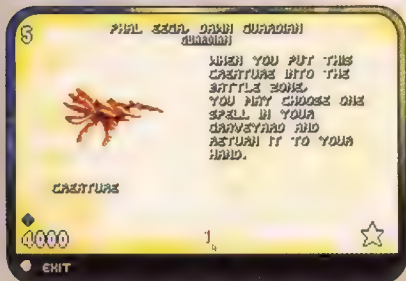


Light controls the battle zone with its tapping ability.



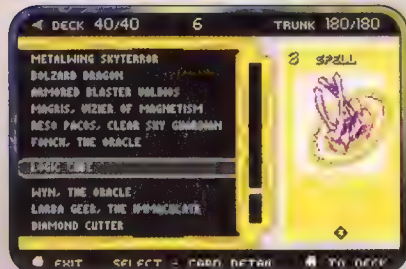
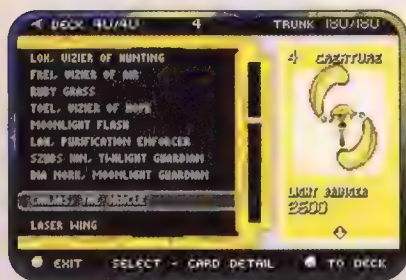
Light and Water make a great partnership. It takes more work to get Darkness and Light to play nice together.

Light and Water make a natural partnership. Both like defense, and both have some evasive creatures that are hard to destroy. When you pair these two civilization together, you can hold out a long time—as you should, since neither gets off to fast starts.



From small blockers to big attackers, Light has some creature choices that will entertain tournament players.

Fire and Light can work if Fire provides the destruction support for a creature base of faster Fire creatures and more powerful Light creatures. If a Fire/Light deck wants to play solid defense, it can hold out with Light's blockers and Fire's destruction spells hammering away the threats.



Because Chillas, the Oracle can't be destroyed in combat, it's a better choice in most tournament decks than other cards like Logic Cube.

Similar to Fire, Light can join with Darkness and minimize its weakness, because Darkness gives it heavy-duty destruction. A Darkness/Light deck is slow, but its controlling creatures and spells swing the battle zone in your favor.

Holy Stampede Deck




Your first play with this deck is usually a blocker.

Light's tournament deck allies with Nature for a formidable presence. Early in the game, Light provides the defense with blockers like La Ura Giga, Sky Guardian and Emerald Grass. These blockers can stop enemy threats of 3000 power or less. Anything greater than that could be a problem unless you pull one of Nature's Natural Snares to get it off the battle zone.



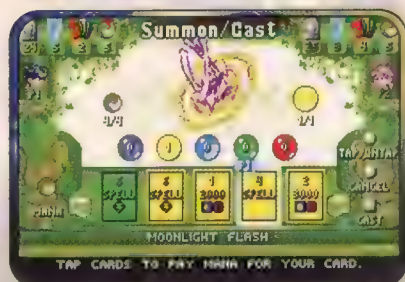
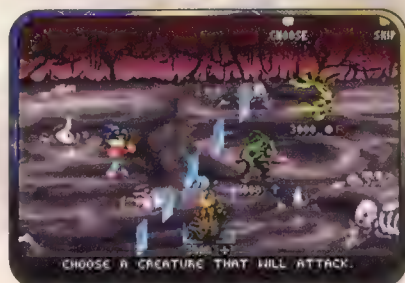
The Bronze-Arm Tribe gives you an extra mana and a body to attack with.

When you play Poisonous Mushroom, you lose one card to gain one mana card. This can speed up your deck, but can also slow down your battle zone options. Weigh your decision carefully based on the stage of the match.



Caution

Of course, you don't want to wait around to find out if your opponent will play that big creature threat. While Light defends, Nature plays its mana acceleration creatures. Poisonous Mushroom allows you to dump a card out of your hand directly into your mana zone, Bronze-Arm Tribe gives you an extra mana when it hits play, and Mighty Shouter converts to a mana card when it gets destroyed in combat. With all of these creatures working to increase your mana base, it won't be long before you can cast the deck's larger creatures.



Rally the troops before you cast one of your big tapping spells and charge in.

Once you reach five mana (which could be quick with your creatures providing mana too), you can start playing your finishers. You have six finishers in the deck—large creatures that can single-handedly win the game if your opponent doesn't destroy them quickly. The 5000-power Tri-Horn Shepherd hits hard for five mana, and the 4000-power Stampeding Longhorn can't be blocked by 3000 power or less creatures. At six mana, Light's sole contribution to the finishers, Ethel, Star Sea Elemental, cuts through enemy defenses with its

Light Civilization

unblockability and 5500 power. Reach seven mana and you can play the largest creature in the deck—the Roaring Great-Horn. At 8000 power and sporting double breaker and +2000 power attacker, the Great-Horn punishes a deck without a destruction spell that can get rid of the Great-Horn in a single blast.



You may have to use one of your big creatures for mana early in the game. Don't hesitate to help your other creatures get into play first. You will have more opportunities to draw your big guns later.



It's okay if a few of your creatures fall in battle, as long as you nailed some enemy shields.

While you build up your creature presence, you can play Magris, Vizier of Magnetism to draw extra cards. Magris helps put another battle into the arena to help your count toward the final charge and also adds to your chances of drawing a Holy Awe. Once you have Holy Awe (or the cheaper version, Moonlight Flash), you must stack up enough creatures to hit each shield and get through to strike at your opponent. When you reach the magical number, pull the trigger on Holy Awe, tap all your opponent's creatures, and waltz in for the victory.



Holy Awe or one of your giant creatures will finish off your opponent.

No matter the opposition, the Holy Stampede deck can win its fair share of duels. When Holy Awe shows up, you can turn a mediocre creature outing into a superior fighting force. Even without the Awe, your bigger Nature creatures can pound away as your Light blockers hold down the fort. It's a combination that helps both civilizations overcome their weaknesses and cooperate for a powerful deck.

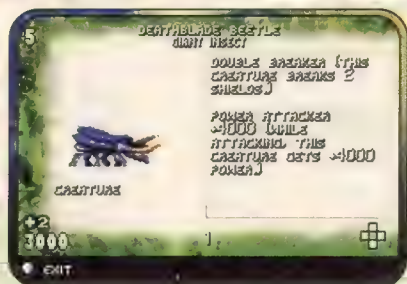
Light Tournament Deck

Card Name	No. in Deck	Civilization	Type	Cost	Power	Rarity
Bronze-Arm Tribe	4	Nature	Creature	3	1000	Common
Emerald Grass	4	Light	Creature	2	3000	Common
Ethel, Star Sea Elemental	1	Light	Creature	6	5500	Very Rare
Holy Awe	4	Light	Spell	6	—	Rare
La Ura Giga, Sky Guardian	4	Light	Creature	1	2000	Common
Magris, Vizier of Magnetism	4	Light	Creature	4	2000	Common
Mighty Shouter	4	Nature	Creature	3	2000	Common
Moonlight Flash	2	Light	Spell	4	—	Uncommon
Natural Snare	4	Nature	Spell	6	—	Rare
Poisonous Mushroom	4	Nature	Creature	2	1000	Common
Roaring Great-Horn	1	Nature	Creature	7	8000	Super Rare
Tri-Horn Shepherd	2	Nature	Creature	5	5000	Rare
Stampeding Longhorn	2	Nature	Creature	5	4000	Rare



Nature Civilization

In *Duel Masters: Sempai Legends*, the Nature civilization taps into the powers of mana and its forest-dwelling creatures. Get Nature mad at you and you could have Deathblade Beetles and Roaring Great-Horns breathing down your neck.



Nature's large creatures can assault you very quickly.

Civilization Comparisons

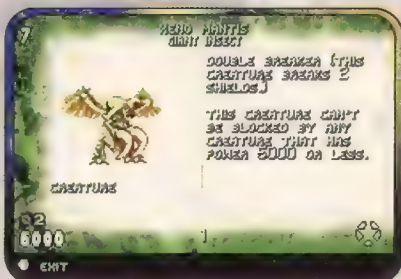


other civilizations, and sometimes twice as fast as the other colors. This extra mana helps with the mana curve and speed, and enables you to play those finishers when you draw them. At the same time, Nature can choose to deny mana to other players with spells like Mana Crisis and creatures like Fortress Shell.

Nature's mana curve is a little higher than Fire's, about even with Light's, but still better than Water's and Darkness' curve. If you have a Nature deck that accelerates mana, the curve looks even better. Creatures that are a bit slow in other decks, cast perfectly with the mana-accelerated Nature deck. For example, with a normal deck, you might be stuck holding a four-mana Dome Shell in your hand until the fourth turn. In the mana acceleration deck, it could come out a turn faster on turn three, so it's comparable to the three-mana here, Vizier of Bullets in a Light deck. The same principle applies to your big guys—a creature like the six-mana Tower Shell might come in the fourth turn.



Nature employs both mana-acceleration and mana-denial strategies.

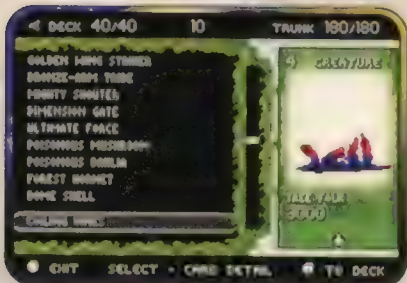


Nature's Elf-X helps you play the seven-mana Xeno Mantis one turn earlier.

If there are two things that Nature does better than any other civilization, it's mana acceleration and mana denial. In fact, it's the only civilization that can help itself in the first category, and only Fire shares in its mana denial strategy.

With creatures like Bronze-Arm Tribe and Silver Axe, Nature can put mana into play faster than the

Nature Civilization



A four-mana Nature creature equals a three-mana Light creature with mana acceleration.

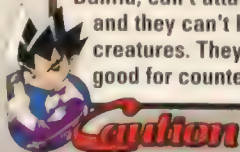
Your speed can also be improved in a mana-acceleration Nature deck. Unlike Fire, you won't be dropping a creature on turns one and two, and possibly two creatures on turn three. Nature's speed works the further you get into the game. As your mana piles up, you can cast multiple creatures during the middle part of the game, and as the game goes on, you may have enough to cast two finishers or a finisher and support spell. Compared to Water, Light, and Darkness, your Nature deck motors along at a much faster pace.



More mana means more Nature creatures in play later in the game.

Defense is a different story. Nature doesn't have true blockers. It has intimidation creatures—creatures that are cheap for their power, can't attack players, but will threaten to attack any tapped creatures. If you get your 5000-power *Dahlia* in play, your opponent might think twice about launching a one-shot attack with his 4000-power creature. After all, it won't be around on the next turn.

Nature's creatures, such as Mighty Shouter and Poisonous Dahlia, can't attack players and they can't block enemy creatures. They are only good for counterattacking.

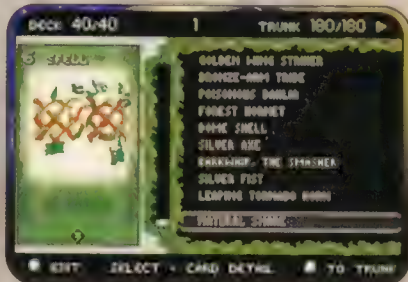


Beyond the intimidation creatures, Nature's sheer strength of creatures forces other players to play more defensively. Where Fire has no creature defense—many of its creatures are forced to attack each turn—Nature plays a strategic game of counterattack that slows other decks up. Most of the time, however, Nature opts for a more aggressive approach than Darkness, Light, and Water decks.



With enough Nature creatures out, your opponent might have to think about defense first.

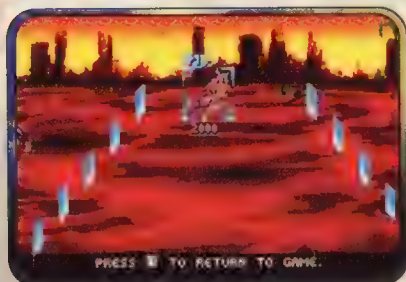
Nature only has a single, true destruction spell: Natural Snare. Like Darkness' Terror Pit, Natural Snare costs six mana, has a shield trigger, and destroys any creature in the battle zone. The difference with Nature's spell is that Natural Snare places the destroyed creature into your opponent's mana zone, thus helping them cast future cards. It's not as good as Terror Pit, but it's a close second in a civilization that doesn't have much defense. If you count mana destruction, Nature has a lot fueling its destructive urges, though it still won't overtake Darkness and Fire.



Natural Snare rivals Darkness' Terror Pit in raw creature destruction power.

Forget about Nature if you want battle-zone control. Other than Natural Snare, you can't control what your opponent does on their side of the zone. Nature is also light on special abilities, so you can't pull the same kind of tricks that a Light or Water deck will surprise you with. You get what you see with your Nature cards.

Natural Selection Deck



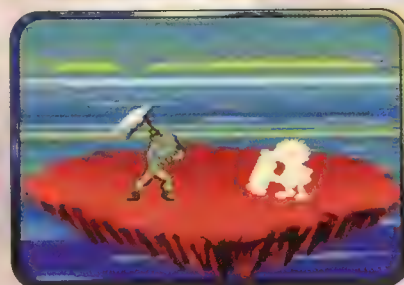
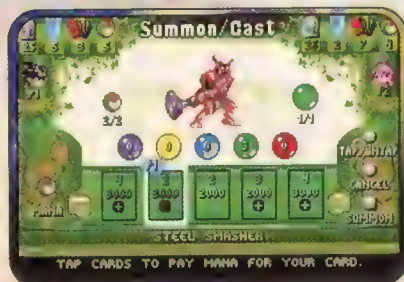
The two-mana Burning Mane usually plays to the battle zone first.

Unless it's up against a Fire speed deck, the Natural Selection deck gets out to a faster start than the opposing deck. On the second turn, you can play the 2000-power Burning Mane for a quick attacker or a possible counterattack against another 2000-power enemy creature. The 3000-power Fear Fang backs up the Burning Mane and performs the same sort of duties.



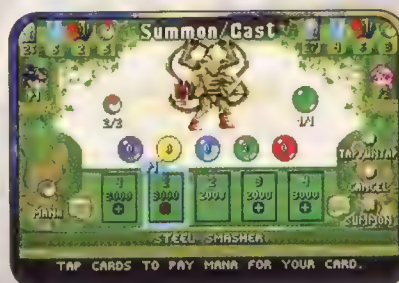
If you can play Bronze-Arm Tribe on the third turn, you will help your mana situation tremendously.

Your intimidation creatures, the two-mana Steel Smasher and four-mana Poisonous Dahlia, should enter the battle zone after your opponent plays a threat. Because these creatures can't attack the player directly, counterattack any enemy creature that strikes at your shields. They may get a shot in, but the Smasher or the Dahlia will end their reign a short turn later.



Creatures like the Steel Smasher will make any enemy creature pay the turn after it attacks.

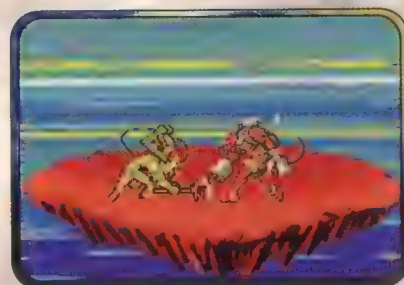
After you reach three mana, play either your Bronze-Arm Tribe or your Silver Axe. The Tribe brings a mana card into play when it enters the battle zone, and the Silver Axe adds a mana card each time it attacks. Both will accelerate your mana to play your better creatures starting the following turn.



The evolution Barkwhip, the Smasher makes all your beast folk really big.

When it's time to take the offense, this deck brings forth the power attackers. At three mana, the 2000-power Golden Wing Striker beefs up to 4000 power when it attacks. The 3000-power

Dome Shell cranks up to 5000 power on the attack, as does the 3000-power Silver Fist. Best of all, the 2000-power Leaping Tornado Horn gets +1000 for each other creature you have in the battle. Play a ton of creatures and the Leaping Tornado Horn can be bigger than any creature your opponent will throw out to block.



Barkwhip, the Smasher leads the charge to destroy your opponent.

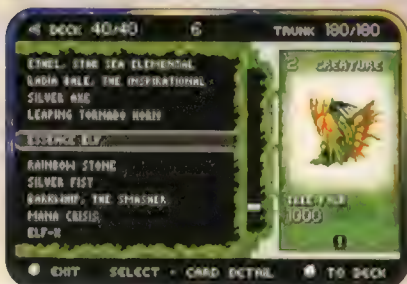
If all that doesn't earn a victory for you, Barkwhip, the Smasher is your go-to creature. Barkwhip is an evolution that can be played only on beast folk, but for two mana it instantly transforms the target into a 5000-power attacker that can charge in that turn (evolutions ignore summoning sickness) and also gives all your other beast folks +2000 power when it's tapped. Send Barkwhip into battle first and all your little guys suddenly become finishers.

Nature Civilization

Nature Single-Color Deck

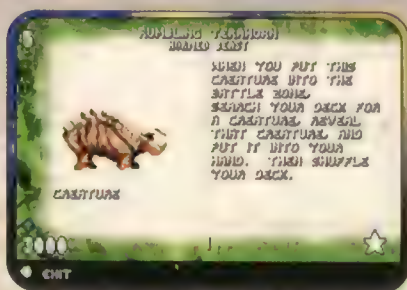
Card Name	No. in Deck	Civilization	Type	Cost	Power	Rarity
Barkwhip, the Smasher	2	Nature	Creature	2	5000	Uncommon
Bronze-Arm Tribe	4	Nature	Creature	3	1000	Common
Burning Mane	4	Nature	Creature	2	2000	Common
Dome Shell	2	Nature	Creature	4	3000	Uncommon
Fear Fang	4	Nature	Creature	3	3000	Common
Forest Hornet	2	Nature	Creature	4	4000	Uncommon
Golden Wing Striker	4	Nature	Creature	3	2000	Common
Leaping Tornado Horn	4	Nature	Creature	3	2000	Common
Poisonous Dahlia	2	Nature	Creature	4	5000	Uncommon
Silver Axe	4	Nature	Creature	3	1000	Common
Silver Fist	4	Nature	Creature	4	3000	Common
Steel Smasher	4	Nature	Creature	2	3000	Common

Card Advantages



Nature has spells that give you bonus mana, but its creatures do it better.

Nearly everything that Nature does comes through its creatures. You can grab an extra mana from your deck with Rainbow Stone, but there are five creatures that can give you mana. To search for a creature, use the Dimension Gate spell, or you can summon a 3000-power Rumbling Terahorn for five mana that does the same thing. When you join forces with Nature, think about your creatures first and then make room for your spells if possible.



Rumbling Terahorn can search through your deck for any creature.

Like Fire and Light, Nature has a series of creatures that give you no special abilities, just power for the mana. For two mana, the 2000-power Burning Mane enters play quickly; its cousins, the 3000-power Fear Fang for three mana and the 4000-power Forest Hornet for four mana follow suit. Even the 5000-power Tri-Horn Shepherd for five mana gets in on the action.



Stampeding Longhorn can't be blocked by creatures of 3000 power or less. However, if you want a Water-like ability, splash in some Water cards.

Borrowing from the Water civilization, Nature has a pair of creatures that can't be blocked, except by the correct type of creature. The 4000-power Stampeding Longhorn costs five mana and can't be blocked by any creature of 3000 power or less. At one mana more, the 5000-power Tower Shell can't be blocked by any creature of 4000 power or less. Their big frames are tough enough to stop; their special abilities can send the Longhorn and the Tower Shell straight through your opponent's defenses.



Some of Nature's creatures use Water's unblockable ability to bypass blockers.

Second only to Fire, Nature recruits several power attackers to the squad. The 2000-power Golden Wing Striker, the 3000-power Dome Shell, and the 3000-power Silver Fist all gain +2000 power when they attack. As with the previous deck, the 2000-power Leaping Tornado Horn gains +1000 for each creature you have in the battle zone. All these creatures can fight against creatures much bigger than them, but if you need a major boost, try Nature's Aura Blast. The four-mana spell pumps up all your attackers for the turn by +2000 power.



To get a combat boost for your mana, try Nature's power attackers.

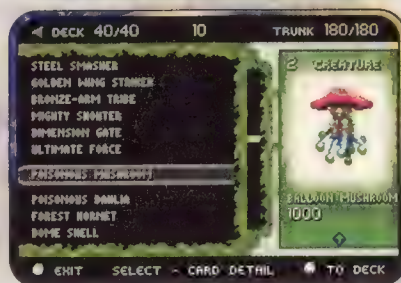
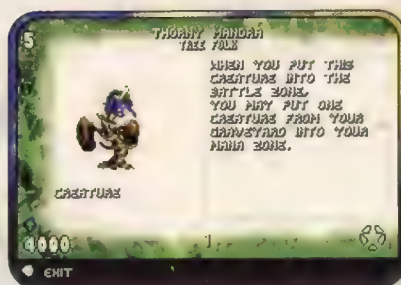
Where do you start with all the mana floating around in Nature? The cheapest form of extra mana can be played for a single mana, though you can't play it on the first turn. Pangaea's Song converts one of your creatures in the battle zone into a card in your mana zone.

Your elves lend to the mana party too. For two mana, Essence Elf makes all your spells cost one mana less, and its brother, the four-mana Elf-X, makes all creatures cost one less.



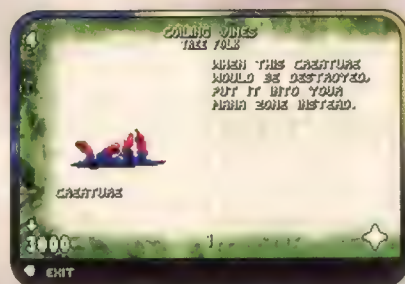
Spread Nature's mana-producing creature throughout your mana curve if possible. It's better to play a two-mana Poisonous Mushroom and then a three-mana Silver Axe, than it is to have two Silver Axes on the third turn.

All that just touches the surface of your mana tricks. At two mana, Poisonous Mushroom allows you to put a card from your hand into the mana zone. At three mana, Bronze-Arm Tribe and Silver Axe team up to produce mana. The Tribe gives you one for entering play, and the Silver Axe can add a whole mess of mana if it keeps attacking. At five mana, Thorny Mandra moves a creature from your graveyard into your mana zone. If you don't like those creatures, you can also add a few Ultimate Force spells to your deck. For five mana, Ultimate Force places the top two cards of your deck into your mana zone.



Thorny Mandra and Poisonous Mushroom manipulate your cards to make more mana.

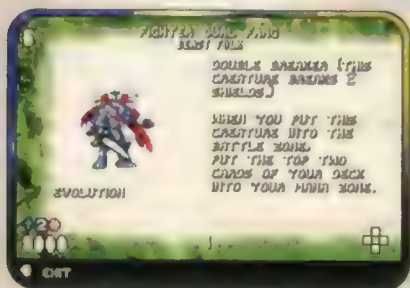
Besides the creatures that add mana when they enter play, Nature also has creatures that add mana when they go to the graveyard. The 2000-power Mighty Shouter costs three mana and delivers an extra mana when it dies. The 3000-power Coiling Vines for four mana, and the 4000-power Red-Eye Scorpion for five mana, have the ability too.



Certain Nature creatures cough up extra mana when they hit the graveyard.

Four Nature creatures need all that mana to enter as your finishers. Nature's double breakers hit hard and take a lot to leave the battlefield. At five mana, the 3000-power Deathblade Beetle attacks at +4000 power and double breaker. At six mana, the evolution Fighter Dual Fang only goes on beast folk, but what a difference that makes. The lucky beast folk will expand up to 8000 power, gain double breaker, and throw the top two cards of your deck into your mana zone. At seven mana, you gain two double breakers: the 8000-power Roaring Great-Horn and the 6000-power Xeno Mantis that can't be blocked by creatures 5000 power or less.

Nature Civilization



Play your Fighter Dual Fang on a beast folk to create a giant double-breaker attacker.

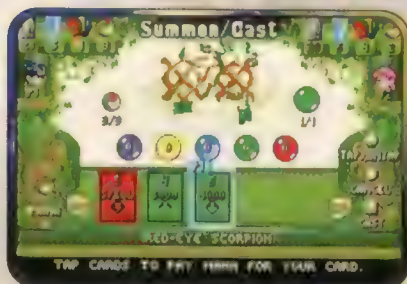
With only a little bit of destruction, Nature decks squeeze two cards into the mix: The best of the lot, Natural Snare, whacks a creature but gives your opponent an extra mana in the process. In creature form, Storm Shell costs seven mana and blasts a creature, except your opponent gets to choose which one perishes. Nature usually relies on another civilization to provide the destructive power while it spits out creatures to take the battle to the enemy.

Mana Mixer Deck



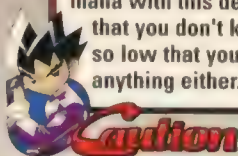
Engineer Kipo burns up a mana from both players when it visits the grave.

In this rare-light Fire/Nature deck, the game plan is to limit your opponent's mana so that he can't use his better cards. Meanwhile, your deck is built to take advantage of the dwindling mana situation. Once the mana dries up, all you need is one big creature in the battle zone to rule the day.



Dimension Gate fetches the creature you need out of your deck and into your hand.

You must destroy your own mana to destroy your opponent's mana with this deck. Be careful that you don't knock yourself so low that you can't cast anything either.



Start out with an Engineer Kipo. When your opponent eventually destroys the Engineer, both you and your opponent lose one mana. That's fine, since your deck plays around that disadvantage. If your opponent carries costly creatures and spells, he is quickly doomed. Attack with the Engineer to shatter some early shields and force your opponent to take action.



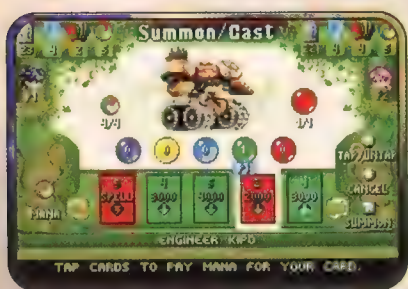
Your Fire spells destroy the competition.

You have 10 creatures and spells that destroy your opponent's mana supply. If you have access to more rares, the deck gets even better if you increase the number of Bombersaurs to four, and Rothus, the Traveler totals up to four so that you can destroy your own Engineer Kipos if necessary.



The Bombersaur causes two mana cards to burn up if your opponent destroys the beast.

Once you reach four mana, play Rothus, the Traveler and pick off one of your opponent's creatures and one of your mana-destroying creatures. If you have the Bombersaur in the battle zone, you may want to destroy it. You lose its 5000-power attack, but it destroys two more of your opponent's mana, and that may prevent your opponent from casting anything for a while.



On the flip side of your mana destruction, the deck packs 12 creatures that gain you mana. Whether it's Silver Axe that nets you a mana on each attack or Coiling Vines that gives you a mana when it goes to the graveyard, you should balance the mana lost from your destruction cards.

Concentrate on blowing up your opponent's mana. Once it's down to four or less mana, you can start your offensive attack. Even if your opponent throws out resistance, at that low mana level, whatever your opponent plays, you can destroy with your Fire spells.



When Rothus, the Traveler enters the battle zone, you can destroy one of your mana-blasters or a smaller creature.



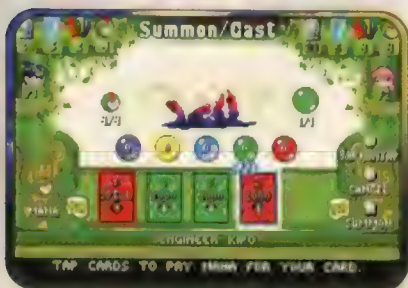
With all the mana destruction, one of your larger creatures should rule the battle zone.



Nature Double-Color Deck

Card Name	No. in Deck	Civilization	Type	Cost	Power	Rarity
Bombersaur	1	Fire	Creature	5	5000	Rare
Bronze-Arm Tribe	4	Nature	Creature	3	1000	Common
Burning Mane	3	Nature	Creature	2	2000	Common
Coiling Vines	4	Nature	Creature	4	3000	Uncommon
Crimson Hammer	4	Fire	Spell	2	—	Common
Dimension Gate	4	Nature	Spell	3	—	Common
Engineer Kipo	4	Fire	Creature	2	2000	Common
Fortress Shell	1	Nature	Creature	9	5000	Rare
Mana Crisis	4	Nature	Spell	4	—	Uncommon
Red-Eye Scorpion	1	Nature	Creature	5	4000	Rare
Rothus, the Traveler	1	Fire	Creature	4	4000	Rare
Rumbling Terahorn	1	Nature	Creature	5	3000	Rare
Silver Axe	4	Nature	Creature	3	1000	Common
Tornado Flame	4	Fire	Spell	5	—	Uncommon

Tournament Tips



Your mana-supplying creatures work well with the more expensive creatures in other civilizations' card pools.

Nature has the goods to play in the tournament scene, even going solo sometimes. Some tournament decks use many beast folk and Barkwhip, the Smasher to pound through any defenses. Other Nature decks generate so much mana that they can cast any card, even ones that other civilizations would have a tough time seeing in the battle zone.

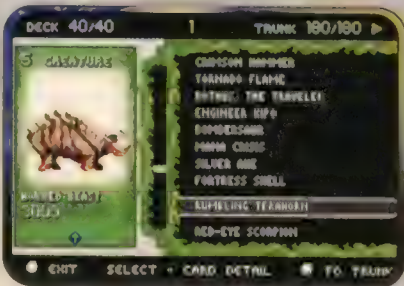
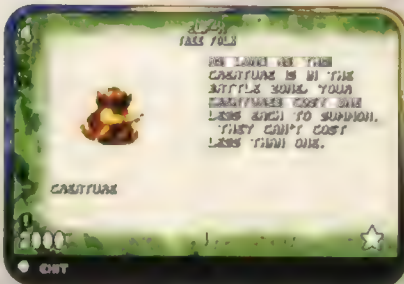


The mana cost on your Nature creatures looks high, but it's not too bad with all the mana you'll have.

Nature's base strategy of producing big-time mana can work with any civilization. You can team Nature with Fire or Darkness to tap into the destruction powers of both those civilizations. Light and Water can offer up defense for Nature through blockers and powerful spells. No matter which civilization Nature pairs with, sprinkle in Nature's mana creatures or its creatures that give you a lot of bang for the mana cost.

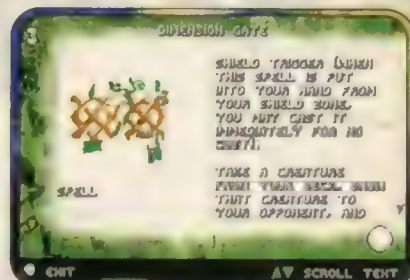


Even though Nature can run solo in certain tournament decks, most strategies work better with a partner.



Creatures with 2000 power can burn up quickly to a Fire spell. A 3000-power creature is a little tougher to fry.

If you go heavy on Nature, consider playing shield triggers like Natural Snare, Dimension Gate, and Mana Crisis. On most of your turns, keep playing Nature creatures; however, the shield triggers allow you to play a spell during your opponent's turn, so you don't have to waste time destroying a creature, summoning one from your deck, or destroying an opponent's mana card.



Take advantage of Nature's shield triggers, since most of your turns are consumed with playing creatures.

Forest Gloom Deck



Generate your extra mana early to cast your big creatures late.

You won't have to worry about holding too many cards in your hand with the Forest Gloom deck. You can reach up to 15 mana with this deck—more than enough to play several cards a turn. Even creatures that cost eight or nine mana can be included in the deck's arsenal—it's easy when the deck's mana-producers get going.

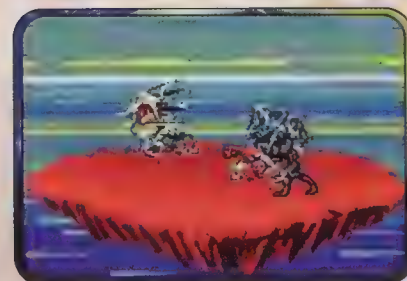
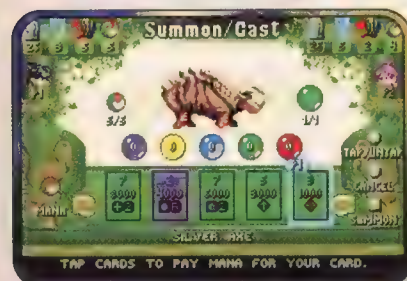


You can play any Darkness or Nature creature in this deck, no matter how much mana it costs. The deck generates more than enough mana to support it.



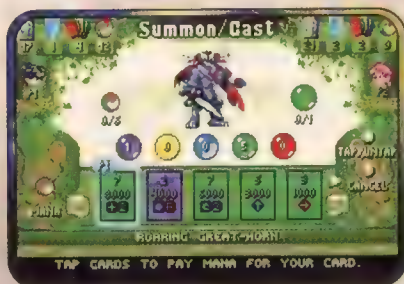
Use your destruction spells to stay in the game while your army amasses.

Start out with defense. Play a Bloody Squito to sacrifice itself against an early attacker. Death Smoke can vanish any attacker that shows up the previous turn. Natural Snare and Terror Pit can both trigger through your shields and destroy a creature. The early game is tough, but your defense should handle things until the creatures start churning out.



Let your creature plow through the opposing defenses.

As with other Nature mana decks, let the Bronze-Arm Tribe and Silver Axe team generate mana for you. Once you reach five mana, cast Ultimate Force to throw two more mana to the zone. In this deck, the Silver Axe can work its magic several times, since you have a lot of destruction to back up its attacks.



You have many creature options when you reach the seven-mana mark.

The five-mana Rumbling Terahorn provides a 3000-power attacker, which isn't bad, but its real purpose is to search through your deck for any creature. Need more mana? Grab a Silver Axe. Your opponent off to a great start? Fetch a Bloody Squito to block. Ready for a finisher? Pull out a 9000-power Deathliger, Lion of Chaos, or an 8000-power Roaring Great-Horn. Whatever you current need, the four Rumbling Terahorns serve you best.



Nature Civilization



Look to exploit creatures like Rumbling Terahorn in your deck. The Terahorn hits as a decent-sized creature, but it has a built-in spell ability to search your deck and choose any creature for your hand.



One of your smaller beast folk can be the target of your powerful Fighter Dual Fang evolution.

You have a lot of flexibility at the upper mana range. For five mana, the 3000-power Deathblade Beetle can hurt an opponent before he can prepare a defense. For seven mana, the 6000-power Xeno Mantis makes it difficult for your opponent to block the big bruiser. At eight mana, the 4000-power Vampire Silphy can sweep the battle zone clean, since it destroys all creatures of 3000 power or less. If you get out to a huge mana start, try the 5000-power Fortress Shell that destroys two of your opponent's mana cards when it enters play. The seven-mana spell, Lost Soul, can wipe out your opponent's entire hand if you get mana quickly enough.



In the end, your giant forces will prevail.

If you have Fighter Dual Fang in your hand and reach six mana, play the Fighter and transform one of your beast folk into an 8000-power attack with double breaker. You'll also throw two more mana into your mana zone, giving you that many more resources to play even bigger threats the next turn.

Nature Tournament Deck

Card Name	No. in Deck	Civilization	Type	Cost	Power	Rarity
Bloody Squito	4	Darkness	Creature	2	4000	Common
Bronze-Arm Tribe	4	Nature	Creature	3	1000	Common
Death Smoke	4	Darkness	Spell	4	—	Common
Deathblade Beetle	1	Nature	Creature	5	3000	Super Rare
Deathliger, Lion of Chaos	1	Darkness	Creature	7	9000	Super Rare
Fighter Dual Fang	2	Nature	Creature	6	8000	Super Rare
Fortress Shell	1	Nature	Creature	9	5000	Rare
Lost Soul	1	Darkness	Spell	7	—	Uncommon
Natural Snare	4	Nature	Spell	6	—	Rare
Roaring Great-Horn	1	Nature	Creature	7	8000	Super Rare
Rumbling Terahorn	4	Nature	Creature	5	3000	Rare
Silver Axe	4	Nature	Creature	3	1000	Common
Storm Shell	1	Nature	Creature	7	2000	Rare
Terror Pit	4	Darkness	Spell	6	—	Rare
Ultimate Force	2	Nature	Spell	5	—	Common
Vampire Silphy	1	Darkness	Creature	8	4000	Very Rare
Xeno Mantis	1	Nature	Creature	7	6000	Very Rare

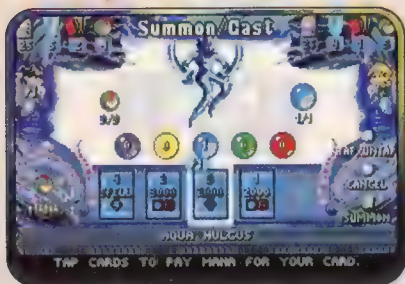
Water Civilization

For a civilization that sits back with its defensive blockers and spells, Water has the unblockable weapons to dissect an opponent—and your enemy's creatures can't do a thing about it. It may take a while to build up the mana to cast all your power cards, but when Water moves, it hits like a tidal wave.



Water's defensive creatures don't wait long to see play.

Civilization Comparisons



Water sits in the middle of the power spectrum in many categories.

The Water civilization likes to relax in the middle of the pack. It's competent in everything, but rarely does something better or worse than its fellow civilizations. It's the only civilization with bounce abilities, though pure destruction might be a better long-term solution. It's not speedy, but it has great blockers and can attack with unblockable creatures.



Water is the only civilization with bounce spells.

Fire, Light, and Nature jump out faster than Water, though it edges out Darkness for speed's bottom slot since Water has some well-priced blockers. Water plays a control game that tries to lock up the board and attack slowly but surely with its unblockable creatures (Candy Drop) and creatures that can't die (Aqua Soldier).



Water can put out Fire, but if you want speed, you've stopped off at the wrong civilization.

The drawback for Water is that its methods of dealing with the opponent's creatures are not permanent. Unless a Water blocker destroys a creature in combat, all of Water's defensive spells return a creature to an opponent's hand. Without the speed to take advantage of this setback, the opponent can simply replay the previously bounced creature. For this reason, Water is often teamed with a fast civilization like Fire to destroy shields quickly while

Water Civilization

creatures are returned to the opponent's hand temporarily. It can also work with a civilization like Darkness, when both colors combine resources to deal with enemy creatures and attack steadily with whatever's in play.



The solutions Water tosses out are usually temporary.

You must be drowning in mana to play many of Water's high-cost cards, so its mana curve doesn't look as good as civilizations like Nature and Light. Also, certain key creatures fall at the same mana point, so cast your Aqua Hulcus and Candy Drop on the same turn. This makes for some tougher strategic decisions and may not maximize how fast your creatures come into play.



An unblockable creature bypasses enemy creatures, even blockers, to strike directly at a player or his shields.

Despite all these problems, Water makes up for it with its defenders. Only Light gives it a run for the money in the blocker department. Against speed, there are no finer blockers than Water's one-mana Marine Flower and two-mana Hunter Fish. Even a blocker like the 5000-power Revolver Fish can wrestle with some of the big finishers in the game.



Choose Water if you like special abilities or like to surprise your opponent with a mind-numbing play.



Some of Water's creatures can match the other civilizations' big creatures, but they're rare.

With its card drawing, unblockable creatures bounce spells—even a spell that lets you look at your opponent's face-down shields; Water is king of the special abilities. As Water chugs along with its mana-sluggish creatures, it can mesmerize with some tricks. You are always a lucky draw away from doing something surprising in a Water match.

Everybody Wants Candy Deck



You can play the one-mana Marine Flower as your opening move.

Have Candy Drops eat your opponent's shields. While this deck builds up blockers to keep your opponent at bay, you have the time to play mana and draw cards with creatures like Aqua Hulcus and spells like Brain Serum. You won't be speedy, and you won't need to be if you hatch your master plan.

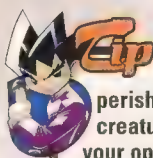


Candy Drop may show up on the third turn and start your offense.

On the first turn, you can play a 2000-power Marine Flower as a blocker. On turn two, play the 3000-power Hunter Fish. On turn three, play the 4000-power Phantom Fish. You get the picture. If you need defense, this deck's blockers can keep you comfortably behind all your shields. Against small and midrange attackers, your Water blockers shouldn't falter.



Aqua Hulus draws extra cards to play more creatures.



Even if your blocker perishes against a larger creature, it should intercept your opponent's attacker when it goes for your Candy Drop or Faerie Child.



When your unblockable creatures get attacked, intercept with your blockers.

If you have liquid people in play (like the Marine Flower, Aqua Hulus, and Aqua Soldier), you can crank up one of them with the Crystal Lancer evolution. Suddenly, your small creature grows to an 8000-power unblockable creature that has double breaker. Depending on how much damage your Candy Drop and Faerie Child cards have done earlier, the Crystal Lancer may take out your opponent in a single swing.



Pour the offense on to eliminate that last enemy shield.

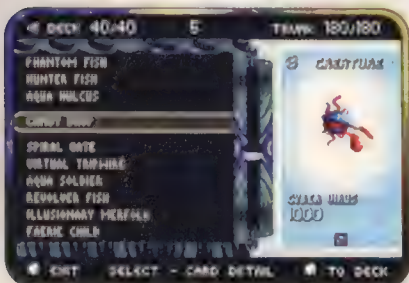
If you need more time to set up, or you want to eliminate a problem enemy blocker for a turn so you can attack, you have several bounce spells. A bounce spell like Spiral Gate returns any one creature to your opponent's hand. Some of your creatures can do this too. The three-mana Stained Glass bounces a Fire or Nature creature when it attacks, and the five-mana Corile bounces the enemy creature and puts it back on top of your opponent's deck so he has to waste a whole draw finding it again.

By combining your defensive blockers—your bounce spells and your unblockable creatures—this deck can take on any deck, big or small, speedy or destructive. Just think what it could do if you added a super rare or two to the mix.

Water Single-Color Deck

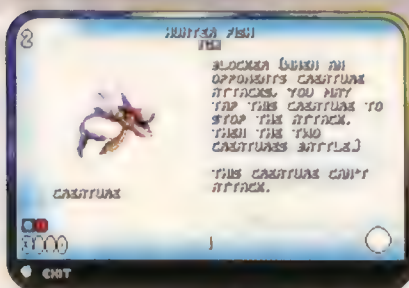
Card Name	No. in Deck	Civilization	Type	Cost	Power	Rarity
Aqua Hulus	4	Water	Creature	3	2000	Common
Aqua Soldier	2	Water	Creature	3	1000	Uncommon
Brain Serum	2	Water	Spell	4	—	Uncommon
Candy Drop	4	Water	Creature	3	1000	Common
Corile	4	Water	Creature	5	2000	Common
Crystal Lancer	2	Water	Creature	6	8000	Uncommon
Faerie Child	2	Water	Creature	4	2000	Uncommon
Hunter Fish	4	Water	Creature	2	3000	Common
Marine Flower	4	Water	Creature	1	2000	Common
Phantom Fish	4	Water	Creature	3	4000	Common
Revolver Fish	2	Water	Creature	4	5000	Uncommon
Spiral Gate	4	Water	Spell	2	—	Common
Stained Glass	2	Water	Creature	3	1000	Uncommon

Card Advantages



You'll come back to the same Water creatures in your tournament decks.

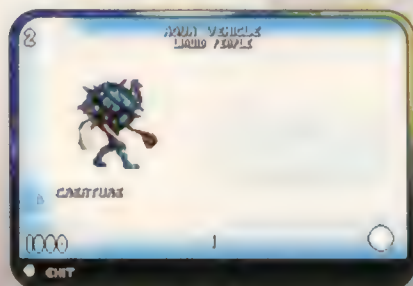
Water gets a lot of mileage out of certain key cards, but some of your lesser creatures might sit. With very few ways to win on its own, a Water deck counts on its unblockable creatures like Candy Drop, Faerie Child, and Tropico. It's also essential to play Water's bounce spells like Spiral Gate and Teleportation.



Water's blockers get the job done.

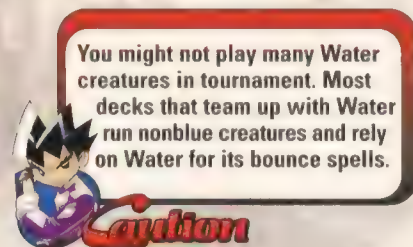
Beginning with its blockers, Water's creatures center on defense. Unlike Light's blockers, Water's can only sit back passively and wait for the enemy to come to them. The one-mana, 2000-power Marine Flower can destroy 1000-power creatures and can take down another 2000-power creature at the expense of itself. The 3000-power Hunter Fish comes next at two mana, then 4000-power Phantom Fish for three mana, and the 5000-power Revolver Fish for four mana.

It's hard enough to get through those defenders, but you still have more blockers that *can* attack. For three mana, the 1000-point King Coral has the flexibility of hanging back or charging forward. For four mana, the 2000-power Aqua Shooter can do the same. For a little more bang for your buck, the 4000-power Seamane costs six mana but can deal with some midrange creatures and then move on to your opponent's shields.



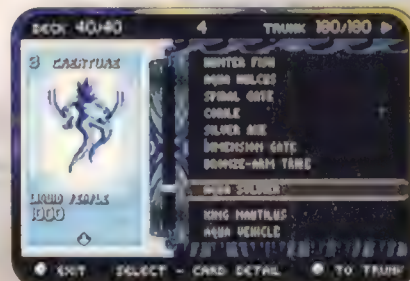
Only play Aqua Vehicle if your plan involves liquid people evolutions.

Normally, the Aqua Vehicle isn't worth the time as a 1000-power creature for two mana. If you have a liquid people evolution, you might change your mind since the Vehicle is a cheap target. At four mana, the 3000-power Scissor Eye has no special abilities, which actually makes it special in the ability-rich Water environment.



Want to try some really annoying creatures that your opponent will go crazy attempting to get rid of? Play the three-mana Aqua Solider and the five-mana Aqua Knight. The 1000-point Soldier and the 4000-power Knight

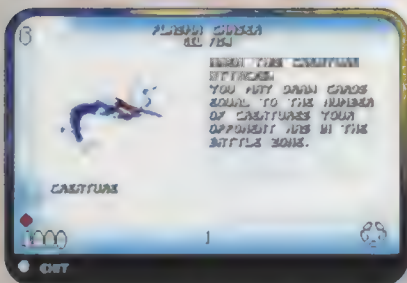
slash at shields just like a normal creature, except they return to your hand when they die. With enough mana, you can have them appear in the battle zone the following turn no matter what happens to them in combat.



Two of Water's creatures, Aqua Soldier and Aqua Knight, can't die in combat.

Play the game long enough and you'll find Water's drenched with card drawing. The best of the bunch might also be the cheapest. The three-mana Aqua Hulus draws a card when it enters the battle zone. The larger 4000-power Illusionary Merfolk costs five mana and draws you three cards if you have a cyber lord in play when it shows up. Up at the seven-mana mark, the 5000-power King Ripped-Hide draws you two cards for entering play.

Two of Water's creatures draw cards for you on the attack. For three mana, the 1000-power Hypersquid Walter draws a single card when it attacks. At six mana, the 4000-power Plasma Chaser draws cards equal to your opponent's creatures in the battle zone, which can be a huge amount!



Draw some extra cards during the attack with Hypersquid Walter and Plasma Chaser.

Your spells get in on the card drawing too. The four-mana Brain Serum draws two cards, and the four-mana Thought Probe draws three cards if your opponent has three or more creatures in the battle zone. Though not true card drawing, the four-mana Crystal Memory allows you to search your deck for any one card—creature or spell—and return it to your hand.

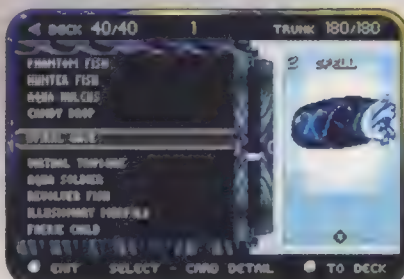


Water's Crystal Memory can pull one of your evolutions when you want it.

All that card drawing may stockpile some unblockable creatures for your offense. From the three-mana mark to the eight-mana mark, Water can play an unblockable-type creature at each mana. For three and four mana, the 1000-power Candy Drop and

2000-power Faerie Child fill your unblockable needs, respectively.

When you reach five mana, the 3000-power Tropicco can slip past defenders if you have two other creatures in the battle zone. At six mana, the 8000-power Crystal Lancer evolution is unblockable and hits with double breakers. Seven mana nets you the 6000-power King Depthcon with unblockable double breaker. Finally, the eight-mana King Nautilus is blockable by your opponent's creatures, but all your liquid people cannot be blocked.



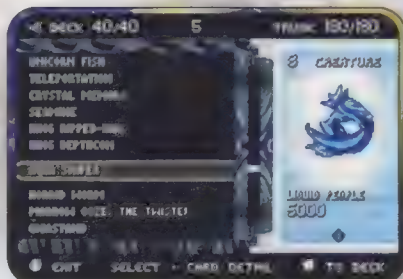
Your bounce spells will help control the battle zone.

The other complement to unblockable creatures is bounce cards that return an enemy creature to your opponent's hand. The two-mana Spiral Gate may be the best because it has a shield trigger to respond for free in combat. On the creature front, the three-mana Stained Glass bounces a Fire or Nature creature when it attacks, and the five-mana Corile bounces an enemy creature on top of your opponent's deck.



Water has many spells with shield triggers like Spiral Gate and Crystal Memory. Take advantage of them and hope they trigger off a downed shield.

All the rest of Water's bounce options are rare or hard to obtain. At four mana, the 1000-power Unicorn Fish bounces one creature and the 5000-power evolution Crystal Paladin bounces all blockers. At five mana, Teleportation bounces two creatures and the 3000-power Saucer-Head Shark returns all 2000-power or less creatures to their owner's hands. Climb up to six mana and the 1000-power Aqua Bouncer can return one creature to your opponent's hand and then choose to play as a blocker or attacker each turn. Finally, at an expensive eight mana, the 5000-power Aqua Sniper bounces two creatures and sticks around as a super threat.



Water does have huge attackers. You just don't see them often because they're so expensive.

All those tricks, and the Water civilization keeps on giving. Two spells don't fit in the normal criteria. The two-mana Recon Operation looks at up to three of your opponent's shields, which you then replace after you've gathered the important information. For three mana, you can cast a Lightlike spell: Virtual Tripwire, a Water spell that taps one creature.

Water Civilization

Liquid Mana Deck



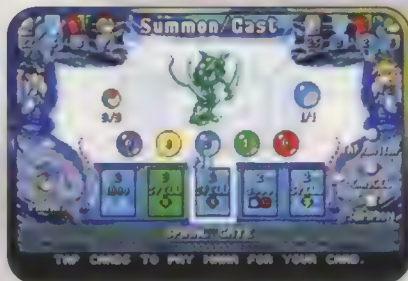
The early part of your game will develop defense or mana.

By pairing Nature and Water together, you reduce the problems that Water has putting creatures into play in a timely manner and you add some tricks to Nature's straightforward approach.



Bounce potential threats so your Silver Axe can attack and gain you more mana.

On the second turn, drop a Hunter Fish for some defense or an Aqua Vehicle to prepare for the coming of your king. You want to play as many liquid people as possible so that King Nautilus can later make them all unblockable. Until then, work on your mana and battle zones.



Get several liquid people into play as you wait for the big King Nautilus.

When you reach three mana, play out either your Bronze-Arm Tribe to gain an extra mana or your Silver Axe to gain mana when you attack. You may have to use a Spiral Gate or two to bounce enemies out of the Silver Axe's way; however, it's worth it to gain more and more mana. You need eight mana, after all, to call forth King Nautilus.



Corile slows down your opponent's presence in the battle zone and his card drawing.

To slow your opponent down, you have four copies of the five-mana Corile, which bounces a creature out of play and on top of your opponent's deck. Normally, five mana would be a lot for a 2000-power creature with this ability. Once again, though, your Nature mana-producers get you there pretty quickly.

There is only one copy of the rare King Nautilus in the deck. If you draw it in your opening hand, do not play it to your mana zone unless you have no other choice.



Caution



With enough creatures in play, you can overrun your opponent, even without unblockability.

Because it's a rare, there is only one copy of King Nautilus. Obviously, if you have more copies of the King, slip them into the deck and improve your odds of drawing it when you're ready to cast it. Four copies of the deck's Dimension Gate can find King Nautilus too.

When the deck hits eight mana, it's usually game over for your opponent. Throughout the battle, your Nature creatures have been growing your mana base, and with all that mana you've probably played a lot of Aqua Hulus, Aqua Soldier, and Aqua Vehicle creatures to the battle zone. When King Nautilus enters play, all of those liquid people suddenly become unblockable. You can win in one lightning-swift strike!

Water Double-Color Deck

Card Name	No. in Deck	Civilization	Type	Cost	Power	Rarity
Aqua Hulus	4	Water	Creature	3	2000	Common
Aqua Soldier	4	Water	Creature	3	1000	Uncommon
Aqua Vehicle	4	Water	Creature	2	1000	Common
Bronze-Arm Tribe	4	Nature	Creature	3	1000	Common
Corile	4	Water	Creature	5	2000	Common
Crystal Memory	1	Water	Spell	4	—	Rare
Dimension Gate	4	Nature	Spell	3	—	Common
Hunter Fish	4	Water	Creature	2	3000	Common
King Nautilus	1	Water	Creature	8	6000	Rare
Silver Axe	4	Nature	Creature	3	1000	Common
Spiral Gate	4	Water	Spell	2	—	Common
Teleportation	1	Water	Spell	5	—	Rare
Unicorn Fish	1	Water	Creature	4	1000	Rare

Tournament Tips



Water combos well with the Light civilization.

It's always a good idea to team Water up with a buddy in tournament play. Sure, it has solid defense and unblockable creatures to go for a win, but it doesn't have enough powerhouse cards to stick with a tough deck for long. Teamed with civilizations like Darkness and Fire, Water can add to the battle-zone control. When Light and Water join forces, you have the strongest defensive alliance known to any Duel Master.



Water has a tough time going it alone in a tournament. Only its blockers can deal with creatures permanently, and they can't attack at all.



Use Water's blockers for defense in whatever deck you build.

Think of Water's strengths when you put together a tournament deck. You want its ability to bounce creatures first of all. Combined with other destruction spells, Water can stall an opponent out of the battle zone long enough to exert control and win with only a few creatures of any size.



Fire and Water combine some cheap spells to hamper an opponent early.

Water's second strength in tournament is card-drawing power. If you want to fill your hand up with more and more threats, Water can rely on creatures like Aqua Hulus or spells like Brain Serum—either one gets the job done. Other

Water Civilization

civilizations have limitations to their resources per turn. Water can tap into a lot more and spread the wealth to its tournament partner.



Water's creatures don't usually lead the charge, but they can in certain tournament decks.

If you want Water to win the day for you at a tournament, you have two primary offensive strategies: unblockability or blocker stampede. Where other civilizations have lots of finishers for reasonable costs, Water's are very expensive, so it usually turns to unblockable creatures to chip away at the shields. A blocker stampede can work because Water can crank out cheap walls that have good power, but it will need Light's help in the form of the Diamond Cutter spell to enable the blockers to attack for a turn or two.



Both creatures and spells help water out of tight jams.

Other than that, Water is relegated to a defensive support partner, unless it wants to try overwhelming an opponent with its creatures that can't die—Aqua Solider and Aqua Knight. These creatures can shrug off destruction spells and return to haunt the enemy. Play enough defense and these resurrection machines will eventually pound in for a tournament win.

Red, Light, and Blue Deck



It takes a delicate balance to play a deck with three civilizations.

You don't see many three-color tournament decks, and with good reason. It's very difficult to balance all those colors in a 40-card deck. When you want to cast Water's Revolver Fish, you have only Nature or Light mana in play. Need a Crimson Hammer? You have only the Hammer in hand with no red card in your mana zone.



Start off with small blockers and move up to the monster defenders.

If you can balance the mana so that you can cast multiple civilizations' cards, you reap the benefits of the best cards in each color.



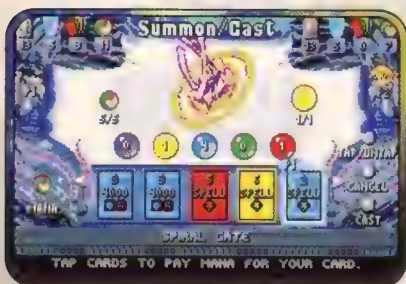
Tip Fire and Water provide the defense in this deck. Light ignites the offense. Hold at least one Diamond Cutter in your hand to attack when the opportunity presents itself.

That's what the Red, Light, and Blue deck thrives on. You get Water for its blockers and bounce, Fire for its destruction spells, and Light for its offensive surprises. It takes a while for the deck to develop, but when it does, it's nigh unstoppable.



Build up your defense. You want to attack with everyone in one shot to knock out your opponent.

Each turn you play a mana and a blocker. You need your blockers to stop the early attacks, and you may even prevent your opponent from ever attacking again during the game if you get multiple high-powered blockers out. Play a mana a turn, even past the usual six or seven. To pull the best trick in the deck, you need 11 mana in play. Normally, that would be a fool's errand, but with the defense this deck packs, you can climb to 11 mana.



No matter how many creatures your opponent has in play, Holy Awe taps them all down.

Establish your defense and stop whatever creatures fly at you. It's fine to let two or three shields shatter; you get those cards in your hand anyway to further power you up. Plus, you may get

lucky and have Crystal Memory trigger (searches your deck for any card and puts it into your hand) or Holy Awe go off (taps all your opponent's creatures).



Diamond Cutter enables all your giant blockers to attack—and attack hard!

After you have a Holy Awe in combat or when you have enough blockers in play to attack for the win, cast Light's Diamond Cutter. This allows all blockers to attack, even ones that just came into play the same turn. In one fell swoop, you can launch at your opponent and rip apart his shields. Ideally, you want to surprise your opponent with a single attack and eliminate him. If not, you may need to

crack half the shields in one go and cast Diamond Cutter again later to have your blockers destroy the second half.



Burst Shot can wipe out your opponent's entire force and it doesn't touch your forces, since they are all greater than 2000 power.

Cards like Burst Shot will keep creatures from overrunning your defenses. Let your opponent build up his 1000- and 2000-power creatures. One Burst Shot destroys them all.

Despite your draw—more destruction one game, more blockers the next—this deck evens out over the course of a long game and ultimately wins the same way every time: surprise blocker attackers. Even when your opponent knows it's coming, how do you stop six attackers of 5000 power or greater strength?

Water Tournament Deck

Card Name	No. in Deck	Civilization	Type	Cost	Power	Rarity
Burst Shot	2	Fire	Spell	6	—	Uncommon
Crimson Hammer	4	Fire	Spell	2	—	Common
Crystal Memory	4	Water	Spell	4	—	Rare
Diamond Cutter	4	Light	Spell	5	—	Uncommon
Gran Gure, Space Guardian	1	Light	Creature	6	9000	Very Rare
Holy Awe	4	Light	Spell	6	—	Rare
Hunter Fish	4	Water	Creature	2	3000	Common
Phantom Fish	4	Water	Creature	3	4000	Common
Revolver Fish	4	Water	Creature	4	5000	Common
Spiral Gate	4	Water	Spell	2	—	Common
Szubs Kin, Twilight Guardian	1	Light	Creature	5	6000	Rare
Tornado Flame	4	Fire	Spell	5	—	Uncommon

Mapleton Village

Adventure 1:

Mapleton Village

Map & Objective



Mapleton Village

On your birthday, you decide to become a Duel Master. Your grandfather gives you a special gift, a super rare card that is one of the most powerful creatures in *Duel Masters*, and everything looks great until a mysterious ninja steals the card from you. To catch the robber, you must pack up and leave your home behind in search of danger and adventure.

Happy Birthday to You!

Birthday cake won't be served at your house today. At least, that's what you think in the morning when your parents apparently forget your birthday. After you leave your bedroom and speak with your parents in the family room, it doesn't look like they have anything special planned for you today.



It's the morning of a very important birthday—yours!

Walk down and exit your house. It's possible to wander through your hometown; however, you might want to visit with your friend immediately outside your front door (the boy with the green pants). As with most adventures in this game, you can do whatever you like. This gives you a great amount of freedom and fun. Eventually, though, you'll want to follow the main storyline again to complete your grand quest. Your friend with the green pants guides you to the story's next step.



No presents in the morning. Have your parents forgotten your birthday?

He tells you that some of your other friends have birthday presents for you. What could they be? Since you were feeling a little glum anyway, it'll be fun to hunt down the hidden friends and get some gifts.

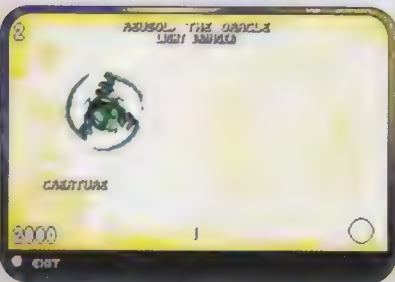


Speak with your friend outside your front door before you go anywhere else.

Head to the left and talk to the boy with the green baseball cap. He wishes you a happy birthday and hands you a *Duel Masters* card. Each time you play the game, you are given a different card. The card might not be a very powerful creature or spell, but, if it's in the colors you have chosen to play, it helps you fill up your deck with better choices.

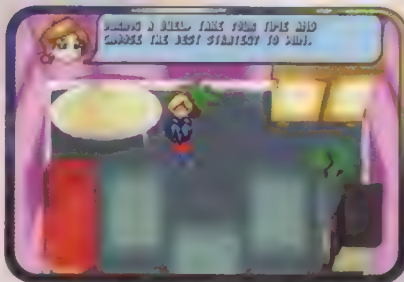


If your birthday cards don't match your colors, and you aren't too happy with your opening card selections, restart the game and begin again.



One of your friends gives you a Light creature to help your deck.

Say goodbye to your generous friend and head up past your house to the upper section of town. Go left to the last door and enter each house one by one. Say hi to your friends and they each tell you one beginning strategy tip to help you out.



Your friends inside the houses give you strategy tips.

Go to the right and find the girl with the green glasses up in the top corner area. You gain a second birthday card, hopefully in a color that you are playing. Even if the card is not immediately playable, you may build future decks with it. At the very least, it helps you toward your goal of collecting all 180 *Duel Masters: Sempai Legends* cards.



A second person offers you another birthday gift.

Before you go any farther, open up your deck manager. Scan through your starting deck and don't walk anywhere else until you are happy with the deck's contents. Remove the cards that cost too much for the value they give, and replace them with cards from your trunk that may do a better job. If you don't do some housecleaning now, you might get stuck with a five-mana Masked Horror when you would much rather have the cheaper, three-mana Horrid Worm.



Sort through your initial cards and make sure as many cheap creatures as possible fill your two-color deck.

One of the biggest mistakes beginners make is to forget to tune their deck. Each time you gain a new card that fits in your deck's theme, replace a weaker card with the stronger one. As your deck grows more powerful, you'll find dueling a much more pleasant experience than the thrashings you might take at the start.



Rise above first level by tuning your deck to beat fellow duelists.

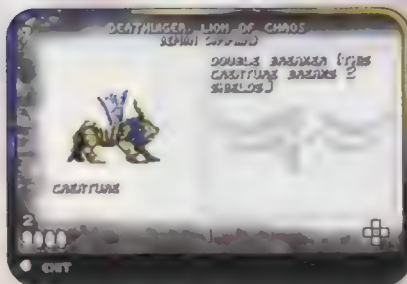
Without a victory to your name, you begin with a reputation of one. However, with a little bit of luck and dueling finesse, you can gain the 100 points it takes to bring you up to level two. Each time you win a duel, read through your new cards and add any improvements to your deck.

Mapleton Village



Return to your first friend, and he tells you about your parent's party.

You've successfully scouted out the town. Return to your first friend (the one in green in front of your home), and he directs you back to your house for the best surprise of all.



Your grandfather gives you a super rare creature card.

It turns out mom and dad didn't forget your birthday after all. They throw you a party, and your grandfather gives you a super rare creature from your chosen color. A Darkness player gains Deathliger, Lion of Chaos, while a Fire player collects the Astrocomet Dragon. If Light is your starting color, you get Hanusa, Radiance Elemental as your creature; a Nature player picks up the Roaring Great-Horn. Finally, a Water player adds the Aqua Sniper to his collection.

To Catch a Thief

You enjoy the special card your grandfather gave you until late that night. While you sleep, a ninja slips into your room and steals the card. Who was he? Why did he want your card? You can't answer those questions yet, but your parents have a suggestion: Journey to Greenwood Village and ask Detective Kline for help. If anyone can find the ninja, it's Greenwood's detective.



A mysterious ninja snatches your super rare card and sends you on a quest to find a detective.

When you leave the house for a second time, you're asked if you want to play in Easy or Normal mode. By choosing Easy mode, you limit the difficulty, but you also limit your choices when you travel around the map. Some places won't let you pass in Easy mode, so to explore the whole world, you eventually must play in Normal mode.



Choose to play in Easy or Normal mode.

Before you depart Mapleton, play a few duels with your friends. You don't want to travel out in to the wilderness with an inexperienced deck, so fight it out when the games don't count much. Unlike in special trading duels when you could lose up to three cards, you don't lose anything with a loss in a regular duel, and you still gain experience and five new cards if you win.



Duel a few friends at home to earn experience.

Rely on the strategy tips from the "Mastering the Duel" section to help you whip up on the competition. Remember basic rules, such as playing a high-cost card early in the game as mana to bring out one of your cheaper creatures faster. You must also play to the strengths of your primary civilization, so Nature looks to produce lots of mana to bring out big creatures, while the Fire civilization looks to burn everything in sight. You will probably play two colors in the beginning, so include cards that complement each other in your color scheme. You wouldn't, for example, want to play any of Fire's mana-eating creatures in a black deck that requires a lot of mana to get revved up.



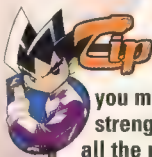
Play your mana to summon the creatures that will bring home victory.

With a few games under your belt, tune your deck. Whether you win or lose a duel, you can still learn valuable lessons. Maybe a creature you thought was powerful turns out to be too expensive and not quite as good as another one in your trunk. Maybe you gain an extra copy of a vital card in your deck and need to swap it for something else. Eventually, you will feel comfortable with your deck and win more games than you're losing.



Overwhelm your opponent in battle to gain a win and some new cards.

You have one last stop before you head up to Greenwood Village: the trading center. You spend a lot of time in the trading centers. First off, you can find some great deals at the counter, trading an inactive card or two in your trunk for one or two that will go straight into your active deck.



Each successful trade you make increases the strength of your deck. Explore all the possibilities at the local trading center to jump on the deck-building fast track.



Visit the trading center before you leave Mapleton.

Once you've exhausted the normal trade possibilities at the center, try for the special trades. A special trade allows you to pick a specific card—sometimes a very rare or super rare card—and duel for it. It's an incredible tool for gaining powerful cards that can dramatically strengthen your deck; however, if you lose, you must give your opponent several cards from your trunk (called "ante"). Fortunately, you know what these ante cards are before the duel; if you don't like what you might have to give up, decline the duel and fight another day.



Conduct trades at the center to upgrade your collection.

Assuming your trades are all complete at the center, it's time to move out. Pack up your cards and exit the town to the south. The exit lies below the trading center through a gap in the trees.



Enter a special trade and it allows you to pick specific cards, if you're willing to play for ante.

Into the Wilderness



Greenwood rests in the northwest corner of your map.

Try not to get too lost when you leave Mapleton. You can wander around if you like, but keep in mind that duelists are all around looking to strike up a match with you. If you don't head north right away, you may find the journey takes a very long time. Unless you want to battle for hours on end, follow the road north.



You will face many duelists between Mapleton and Greenwood.

When you reach the map's northwest corner, you can mill about near Greenwood and challenge fellow duelists. By staying close to the city, you give yourself the option of retreating inside whenever you want a rest from the outdoor battles.



Fight up to the map's north section.

If you feel like hiking, continue past Greenwood a short distance until you reach a closed bridge. There's a similar closed bridge on the southern section of the river that separates both halves of the world. You can also visit Clearwater (to the west) and Briar Hills (to the east of Mapleton), but to continue with the story, you must find Detective Kline in Greenwood.



Explore the world to your heart's content. However, to continue the story, you must visit Greenwood and Detective Kline.

It feels good to be out on your own and on the trail of the ninja who stole your grandfather's card. You will not rest until you have that card back in your possession and justice has been handed out. Duel by duel, you are gaining the knowledge and cards needed to become the ultimate *Duel Masters* player.



Your many duels will grant you valuable experience before you reach your second town.

Adventure 2:

Greenwood Village

Map & Objective



Greenwood Village

It's your first trip away from home, and you're all alone in a new village. You might make some friends along the way, and you might meet some adversaries as you duel each other to see whose deck is better, but it is all worthwhile if you can recover your missing super rare card. Your first step is to contact Detective Kline to see if he can help you track down the missing card.



Greenwood Village is the first town you've visited outside your home.

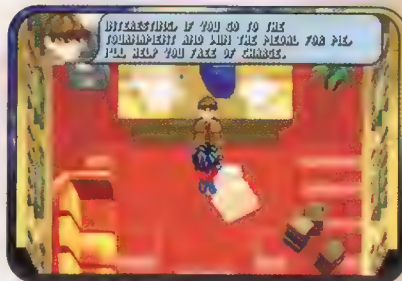
Detective Work

When you arrive in Greenwood Village, look around to satisfy your curiosity. When you've learned the lay of the land, head to the far right building. Detective Kline's office is inside the green building, and he gladly talks to you about your missing card.



You can talk to Detective Kline in the bottom right house.

Detective Kline tells you his fee, and you tell him that you have no money. Luckily, Detective Kline is a nice guy and offers you another possibility. Instead of paying him in cash, if you can win the Greenwood Village medal at the local tournament center and turn it over to him, Detective Kline will help you search for the stolen card.



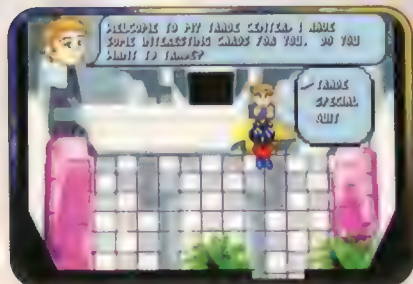
You can't pay Detective Kline's fee, so he offers an alternative: Win the Greenwood Village medal for him and he'll help you for free.

Greenwood Village

You agree to the deal and head back out into Greenwood Village. Walk one building over to the trading center. Speak with the window clerk and cycle through his trade offers. If you find a trade that fits into the civilizations you are trying to build up, trade for it. You want to gather some good tournament-quality cards in your civilizations to gear up for your upcoming duels. If you must give up some good cards in the civilizations you are not currently playing, don't worry about it. Eventually, when you have a polished deck, you can win back those lost cards and more.



Tip In Greenwood Village, and all the other towns, always check the trading center in case there's a good trade waiting for you.



Look for some bargains in the trading center.

If you want to get started on tuning your deck, duel against several different opponents in Greenwood. The house in the top left holds a green-haired girl that likes to match her deck against yours. You can also challenge a couple of kids who mill about outside. If you win, take the extra cards and improve your deck. If you lose, learn from your mistakes and you'll be better the next time you play.



Compared to your home village, you can do a lot of dueling in Greenwood.

After each duel victory, you gain five cards from a random booster pack. After a few victories, you can improve your current dueling deck with new cards (hopefully at least one or two rares).

In Greenwood Village, you fight duelists of varying skill level. You have a 50 percent chance of fighting an easy duelist, a 30 percent chance of fighting a medium opponent, and a 20 percent chance of fighting a hard duelist. If you beat an easy duelist, you gain 30 reputation points. For a medium opponent you gain 40 reputation points, and a hard duelist gives you 50 reputation points.

Tournament Showdown

Remember, every duel is different! We've detailed our own duels throughout the walkthrough to help you along the way, but you will fight your own battles in your game.



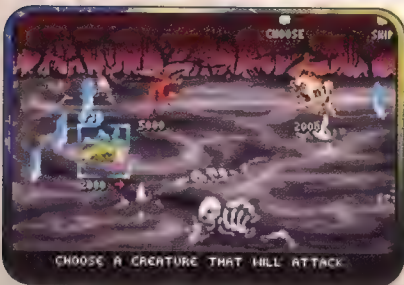
You can only enter the Greenwood tournament if you advanced to Beginner level.

Keep dueling all the kids in the yard to gain experience. To enter the Greenwood tournament, you must reach Beginner (level five) on the reputation chart. Depending on how much dueling you've done to this point, you may need to spend a few hours in Greenwood Village or in the wilderness outside the village gaining reputation points. On the bright side, by the time you reach Beginner, you will have a much better deck than when you started.



Make sure you get off to a solid start against the first challenger. If you lose a single duel, you are out of the tournament.

Once you've reached reputation level five, enter the tournament center to ask the receptionist at the desk for a place in the arena. You must beat two duelists to win the Greenwood Village medal.



You may have to fight through several Darkness creatures to reach the medal round.

Each time you duel, the decks you face are different. In our first match, we ran up against a Darkness deck with some speedy creatures such as Writhing Bone Ghoul and slayers such as Bone Assassin, the Ripper. We used our Crimson Hammers against the speedy hammers and our one Tornado Flame against an annoying Skeleton Soldier, the Defiled. Our big finisher, a lone Draglide, pounded in for the victory.



The second duelist may rely on the Light to show you the door.

The second duelist played all Light cards. Frei, Vizier of Air was a problem. Frei can attack your shields, and it automatically untaps so you can't attack it back. It took a Death Smoke to clear Frei off the battle zone so we could attack with some Horrid Worms for the tournament victory.

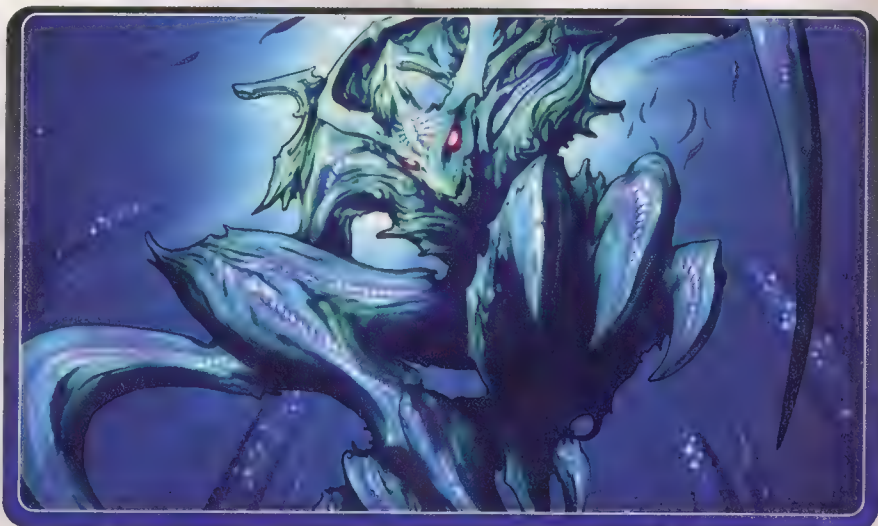


When you've stripped the shields away on the second duelist, you've won the tournament.

A tournament win gains you a lot of goodies. First, you can win the appropriate tournament medal, which permanently gets displayed at the bottom of your stats page. At the start of the tournament, the receptionist shows you a special card that the winner receives to help his deck. In the case of this particular tournament, we received a Gigastand, which immediately went into our deck. As with any duel, you gain a booster pack at the end to increase your card collection by five random cards.



Win the tournament and you receive a medal, a special card, and a booster pack.



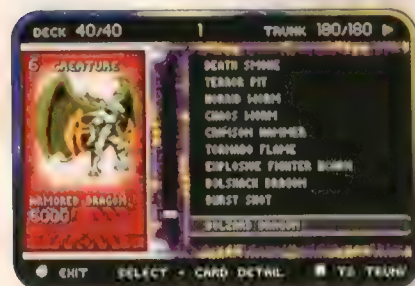
Greenwood Village

After the tournament, head over to Detective Kline's. Give him the medal and he fills you in on what he's learned about your stolen card. The thief wears a big X on his mask and goes by the name of Mr. X. He keeps his identity secret and lives in the capital city of Lakeburg.



Detective Kline sends you to Briar Hills on your next mission.

In order to track him down, you must enter Lakeburg. It won't be that easy, though. Only professional duelists can enter Lakeburg, so you must win all the village and city tournaments first.



Try some special trades at the trading center to secure some better cards.

Detective Kline sends you to Briar Hills village to win your next tournament. You thank him for his help and head south to find Briar Hills and your next challenge.



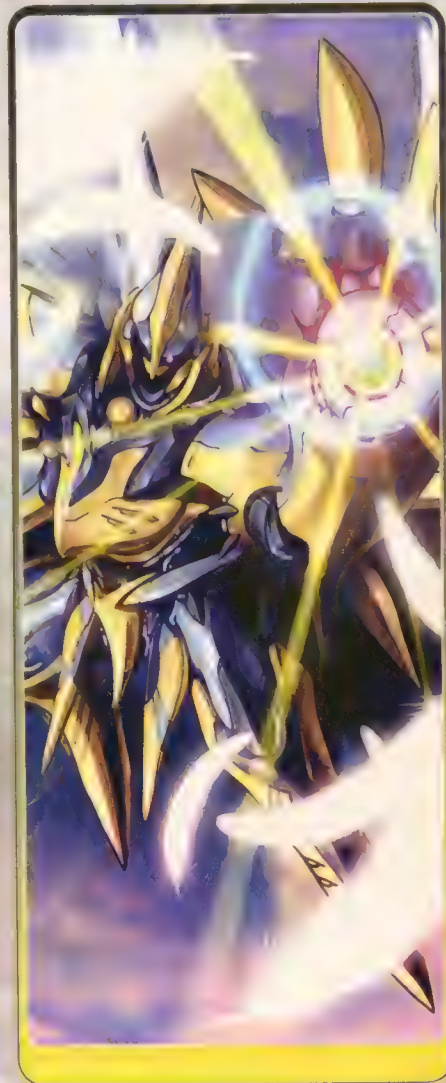
Out in the wild between villages, you can fight duelists who use all kinds of decks, including Fire.

Out in the wilderness, you have the same chance of fighting different skilled duelists—50 percent for easy, 30 percent for medium, and 20 percent for hard. A slight difference lies in the reputation points. Out in the wilds between Greenwood and Briar Hills, you receive 35 reputation points for an easy victory, 45 points for a medium victory, and 55 points for a hard victory.



Finally, you've reached the outskirts of Briar Hills.

Engage in as many duels as you like. Remember, if it gets to be too much, you can always run from the duel. You won't be penalized, but you will pass up on a chance for more reputation points and booster pack cards.



Adventure 3:

Briar Hills Village

Map & Objective



Briar Hills Village

Now that Detective Kline has set you on the trail of Mr. X, you must build up your dueling skills for the ultimate showdown. After Greenwood Village, your next tournament on the circuit is in Briar Hills. Defeat the duelists in Briar Hills and you won't be considered a beginner any longer.



Your second tournament battle takes place in Briar Hills Village.

Amateur Hour



Not every kid duels in Briar Hills, but the ones who do will challenge your deck-building skills.

With a tournament under your belt, you're ready for your next round of opponents in Briar Hills Village. Walk around the village and speak with all the wandering kids. Some give you advice, some say hi, and others duel you for cards.



Tip Between Greenwood and Briar Hills, you must earn 500 reputation points to enter the next tournament. Even playing the hardest competitors, that's a minimum of eight duel victories to gain the higher reputation level.

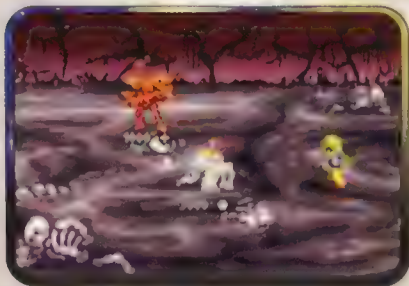
To access the Briar Hills tournament, you must reach reputation level eight. Otherwise known as "amateur" status, Level 8 requires 900 reputation points, so you better start beating up some decks to gain that experience.



You need 900 reputation points to enter the tournament, so keep dueling.

When you duel in Briar Hills, you have the same chance of running into stiff competition as the other villages. Half the time, you have an easy match, with 30 percent running an average deck, and 20 percent playing a really good deck. You get a little more experience while battling in Briar Hills. Expect 50 points for beating an easy foe, 60 points for downing a medium opponent, and 70 points for thrashing a hard deck.

Briar Hills Village



Defeat decks like this Darkness creature horde and you advance up the reputation ladder.

One of the duels we encountered pitted our Darkness and Fire deck against a similar Darkness and Fire deck. Our opponent stormed to the lead with a Brawler Zylar, followed by a Stinger Worm that ate the Brawler for food. It would have been curtains if not for a timely Onslaught Triceps of our own. When the two 5000-power creatures collided, they both went to the graveyard. After that, our destruction spells outlasted our opponent's creatures, and Bone Assassin struck three times in a row for the victory.



Zip Between tournaments, try out different deck combinations. You don't have to stick with the same deck through the whole game. A civilization combo that you hadn't thought about might turn out to be a winner in practice.

Your duels will vary with each opponent. Just remember your basic strategies and don't be intimidated by an opponent's seemingly better deck. You have access to many of the same cards, so if you get beat in one duel, try again to see if your luck changes.



Duel for an Urth, Purifying Elemental in the trading center.

Even if you rack up enough points to enter the tournament, stop by the trading center. Check out the regular trades to see if you can make any improvements on your deck. More importantly, see how many special trades you can do. If you win the duel in a special trade, you can gain an ante card, and that card can be a very rare or super rare card of your choosing. It's always worth the risk of losing three cards from your trunk to go after one of these special trade cards.



Zip Keep your active deck cards out of the trunk. If you make a special trade, you don't want to lose your deck cards by accident.



Another duelist wants a piece of you.

After you customize your deck one last time in the trading center—with all the special cards you won—head out and pick a duel with another opponent. Before the tournament, try out your new deck configuration to ensure it's working the way you think it should. If it's not, make the necessary changes prior to entering the tournament.



The Witch isn't home in her tent. Remember the spot, since you must return here later.

If your deck is working, play it enough times so you know exactly what to do in each stage of the game. What cards will you play as mana early? Which creature do you cast first? Do you play defense over offense? When do you go for the win? Answer these questions and you should have a relatively easy time in the tournament.



Tip A Master Duelist knows every card in his deck by heart and knows exactly which ones to play at the correct time during a match. If you have to keep looking up what the cards do in your deck, you haven't played it enough to win consistently in tournaments.



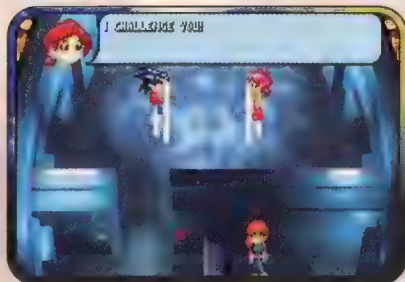
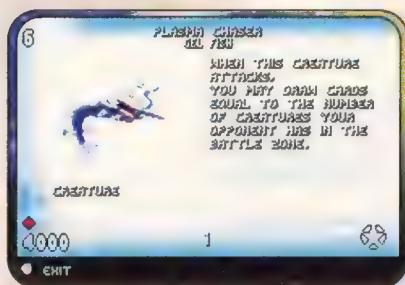
One last duel win generates enough reputation points to head to the tournament center.

Tournament Showdown



Enter the tournament after your new deck is all set.

The Briar Hills tournament has only two duelists. Beat those two and you can walk away with the grand prize. In this particular tournament, a Plasma Chaser was up for grabs. The Chaser is a great addition to a fledgling Water deck, since it allows you to draw cards equal to the opposing creatures in the battle zone when it attacks.



You may end up fighting for a Plasma Chaser in this tournament.

The first duelist doesn't stand a chance. He plays a Nature deck heavy on the mana acceleration, except he doesn't see any cheap creatures early. By the time he started to set up, we had a Bolshock Dragon in play. The Dragon pounded away as a double breaker and gained +1000 for each Fire card in the graveyard. Two turns later, the first duel ended without a scratch to our shields.



A single dragon ends the first duel early.

Of course, your battle will be different. Hopefully, it runs as smoothly as ours did. Stick to your battle plan going into the duel, and make minor adjustments to deal with the varying threats your opponent tosses your way.



Fire's early assault peters out and the bigger creatures prevail.

In the second duel, Fire fought Fire for a while. Our opponent dropped early creatures like the Deadly Fighter Braid Claw and Artisan Picora. We destroyed them with Crimson Hammer and an early Wandering Braineater blocker. When our opponent pulled out an Armored Walker Urherion, our Death Smoke sent it to nap in the graveyard. In a last hurrah, our opponent played a Stonesaur, which fell to a Tornado Flame.

Briar Hills Village



You gain some healthy rewards for being the tournament champion.

Now, with only drawing a single card per turn, our opponent couldn't get past our Bloody Squito blocker. When our mana topped six, we played the Bolshock Dragon and hit turn after turn until a victory got etched in the win column.



Tip If both you and your opponent have evenly matched creatures in the battle zone, but you have more cards in hand than your opponent, you have the advantage.

The tournament medal and special card joined the collection. The booster pack coughed up another Brawler Zyler (making the fourth in the deck) and a Magma Gazer (a rare card that pumps up one creature by +4000 and gives it double breaker for the turn). The deck just got better with another victory booster pack.



Detective Kline sends you to Clearwater Village next.

After the tournament, Detective Kline arrives to steer you toward Clearwater Village and the next tourney. The Detective looks after you, but it's more like a coach making sure you do all your exercises and reminds you of the game plan before you take the field.



A Water duelist challenges us in the woods.

Head left (west) on the outdoors map and go past your hometown of Mapleton. At the first intersection, hang a left and head to the small village of Clearwater.



Defeat all the outdoor challengers and you eventually reach Clearwater Village.

You won't make it to Clearwater without a fight. You run into all manner of challengers with their different decks. Since you know you're going to need the experience to enter the next tournament, you might as well win a few duels along the way. When you've scared all the duelists out of the area with your fearsome deck, it's time to visit the last village.

Adventure 4:

Clearwater Village

Map & Objective



Clearwater Village

You have one last village tournament to win, and then you can cross the bridges to the cities on the map's east coast. But don't count your chickens before they're hatched. You're about to fight in the toughest tournament yet, with a real Duel Master as one of the competitors—and there will be a little bit of cheating to ensure that you don't make it to the tournament as confident as you once were. Your adventures in Clearwater will determine if you have what it takes to finish this quest successfully.



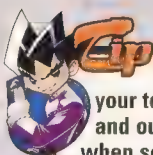
Clearwater marks the last village before your city challenges.

Witch Way?



You don't duel in every house. The right one offers you some friendly conversation.

When you arrive in Clearwater, open up your deck manager and study your current tournament deck. Before you play a single duel in Clearwater, memorize the contents of that deck. Do you know what creatures you have in there? Are all the spells you wanted to try out in the lineup? Can you recite all 40 cards? If you answered yes to all of the above, you can continue into Clearwater. If you're not 100 percent down with the contents of your deck, enter Clearwater at your own risk. One of the competitors has a nasty trick up her sleeve before you reach the tournament, and you'll be sorry if you don't prepare ahead of time.



It's important to know your tournament deck inside and out. You never know when someone will take it away from you.



Your first duel probably happens in front of the trading center.

You can walk the lower half of Clearwater, picking up duels if you like. The first duel probably occurs in front of the trading center (the middle building along the bottom half of the village). Since you must become a Duelist and reach Level 12 to enter the Clearwater tournament, start battling when you have the opportunity.

Clearwater Village



Stop in the trading center and try to swap some cards to your advantage.

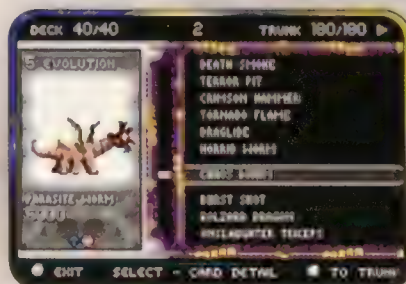
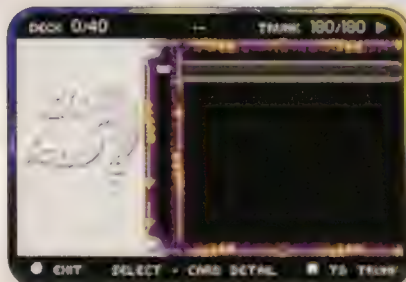
As with the other villages, you have the same percentage chance of encountering easy, medium, and hard opponents—50 percent, 30 percent, and 20 percent. You'll be rewarded 70 reputation points for an easy victory, 80 points for a medium win, and 90 points for a hard triumph. Keep playing until you exceed 2,000 reputation points, or you can't enter the Clearwater arena at all.



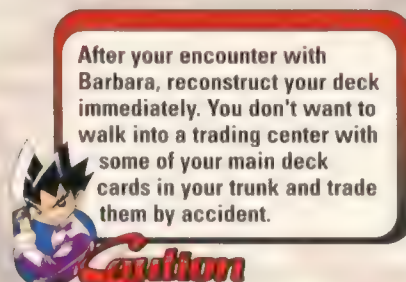
Barbara the Witch mixes up your tournament deck before the competition.

When you head to your left in Clearwater, notice that Barbara the Fortune Teller Witch blocks the path to the upper section of the village. To reach the arena, you

must speak with her. Barbara claims she wants to read your future and grabs your deck to do so. While "reading" your future, she shuffles your cards into your trunk and leaves you with a messy deck list. Whatever you once had as a tournament deck is gone.



Reconstruct your deck as best you can from memory.



Don't go any farther until you check out your deck manager. If you memorized your deck, simply slide the 40 cards back into their original place and you have your tournament deck back. If you aren't prepared, you must take your best guess at your old deck or come up with a new one before you start dueling the competitors in the area.



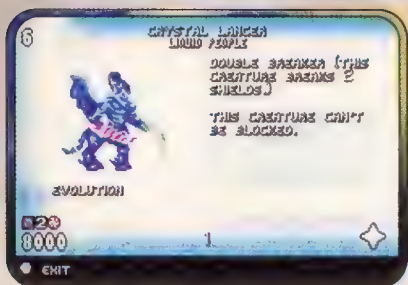
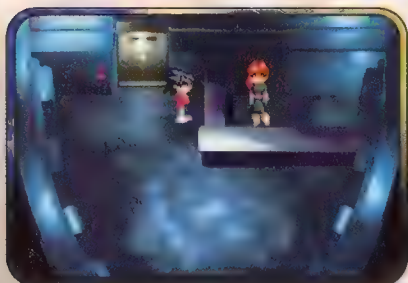
Another duel takes place by the Witch's area.

You won't see Barbara again until the tournament, so practice on the local competition. Before you enter the Clearwater tournament, visit the trading center and gain some more special trade cards for your deck. By this point, you should have at least a handful of rares, very rares, and super rares in your arsenal. Unless you want to battle handicapped, you should also have a complete set of four for each common and uncommon card you want included in your deck.



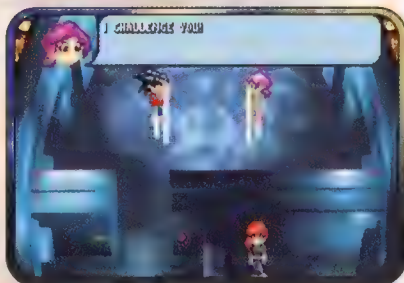
Run through a few matches until you reach Duelist level.

Tournament Showdown



Valuable cards like the Crystal Lancer are rewarded to the winner of the Clearwater tournament.

After you reach 2,000 reputation points, walk over and register for the Clearwater tournament. With cards like Crystal Lancer up for ante, you can bet there will be fierce competition inside the arena. Unless you're in top form, you won't make it to the end, so practice up with your finely tuned deck before making a serious go at it.



Your first competitor is the normal fare, and then you meet up with Barbara the Witch.

Your first duelist inside the arena isn't anything special. She comes at you with a generic deck, and it's more of a warm-up match for the main event: a showdown with Barbara the Witch. Dispatch the first duelist and prepare for a real fight.



A flurry of Fire creatures overpowers the Witch's Darkness deck.

Barbara challenges you for the Clearwater medal. She plays a Darkness deck that doesn't fool around. Early in the game, she casts a Writhing Bone Ghoul or Bone Spider to try for your shields. Once she has the resources in play, she converts one of her smaller creatures into a bigger one with the Stinger Worm and follows up with a Bone Assassin slayer creature.

If you mount an attack, she drops down either a Wandering Braineater, Bloody Squito, or Dark Clown on defense. Like most Darkness decks, she packs four Death Smokes to whittle away your better creatures as they come into play.

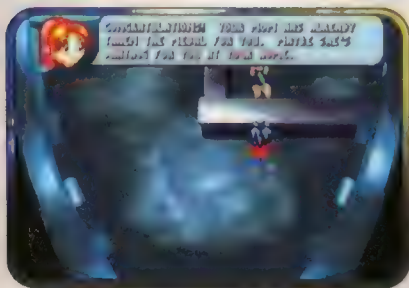


Barbara concedes when the match is over, but you haven't seen the last of her.

All this is just a prelude to the main event when she piles on the mana. At six mana, she can cast Terror Pit to blow up your best creature. Creeping Plague can turn all her creatures into slayers for a turn, and a Vampire Silphy (of which she has two) can destroy all creatures of 3000 power or less. The Vampire alone might wreck you after it clears the battle zone.

Her big guns aren't finished yet. Her deck holds two copies of Deathliger, Lion of Chaos and two copies of Zagaan, Knight of Darkness. Either of these finishers can end the game with you on the losing side.

Clearwater Village



You find out Barbara stole your tournament medal.

Do your best to defeat her deck. In our battle, a flurry of Fire creatures carried the day, but only after a healthy amount of destruction destroyed some of those beasts already mentioned. She is the toughest competition you've fought to date, so don't be too disheartened if you must enter the tournament a few times to finally conquer her deck.



Tip Barbara's deck is the same every time. She plays a Darkness horde with destruction spells like Death Smoke and big creatures like Deathliger, Lion of Chaos.

When you win the duel, you don't receive the medal. Barbara concedes to you, but fools the receptionist with a story that she's your mother. Barbara steals the medal and retreats to her tent in Briar Hills.



You must return to Briar Hills to battle the Witch in her tent.

You must return to Briar Hills and challenge Barbara in her tent to another duel. The good news is that each time you beat her, you gain 400 reputation points, which helps accelerate you toward an Advanced

ranking. If you battle other duelists in Briar Hills, you gain 90 reputation points for beating an easy opponent, 100 points for a medium foe, and 110 points for the toughest enemies.



A second encounter with the same decks repeats the original outcome—you win!

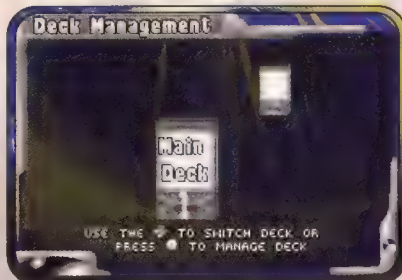
In your second battle with Barbara, learn from the early ones. For example, you know that she holds a Death Smoke to destroy one of your creatures later on, so don't sit back with it. Tapped, it can't be targeted with the Death Smoke. She may trade one of her creatures with your tapped creature to get it out of the battle zone, but at least you didn't fall prey to the Death Smoke and lose everything.

If you can swing it, race her deck early. You don't want her to crank up to six, seven, or eight mana. When Barbara's deck gets that high, her best weapons can hit play and you may not recover. A fast deck causes her problems, especially if you can back it up with some timely destruction spells.



After you win, Barbara gives you back your medal and you recognize on TV the card thief you've been chasing.

As with the tournament, you will eventually win, even if it takes you a couple of tries. You gain 400 reputation points and she apologizes for stealing your medal and returns it to you. At the end of the battle, you spot Mr. X on TV and know that you must work your way to the capital city, Lakeburg, to take him out once and for all.



Detective Kline sends you to win the city tournaments. Before you go, though, he gives you an extra pouch so you can now keep two decks at once.

Detective Kline meets up with you outside the Witch's tent and informs you that you must head to Rush City for the first of the city tournaments. If you thought the competition in the villages was stiff, wait until you duel in the cities.



Tip When you get your extra pouch, build your second deck with cards from two completely new civilizations.

To prepare you for the tougher battles, Detective Kline gives you an extra pouch. You can now build two different decks and switch back and forth between them. Take a few minutes to build a second deck with two new civilizations. You want to play both of these decks and improve them. As you win, you might end up with more

cards going into your secondary deck. With time, your secondary deck might even surpass your primary deck. Either way, from here on out you'll have two solid decks to play at any time.



Set off across the bridge to the eastern half where you find Rush City.

Leave Briar Hills and take the bridge to the east side of the world. Rush City lies at the top right section of the map, so battle across to your first major metropolis. You're now ready for the big leagues.

Adventure 5:

Rush City

Map & Objective



Rush City

Welcome to the big city! As Detective Kline told you, the capital can only be entered if you're a Professional duelist, which means you must win all the city tournaments too. Cities have a lot more people, and that means a lot more duels. You shouldn't have any complaints, since you need more than 4,000 reputation points to enter into the tournament anyway.



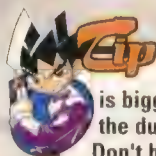
In your first city, everyone seems to be in a rush.

City Slicker



As with villages, you can travel around the area and challenge fellow duelists.

Coming from the villages, you've never even seen a city before, so it may take you a while to get used to the larger map. Wander around the map to get an idea where everything is located. There is still just one trading center and one tournament center, but you have a lot more duelist areas to pick from. Try out your two decks against as many opponents as possible until you feel confident with any new cards you've picked up.



Just because the city is bigger, doesn't mean all the duelists are better. Don't be intimidated by their city attitudes!



Defeat your opponents to earn those valuable booster packs.

When you reach the cities, the rules for battling fellow duelists change. You have a 40 percent chance of battling an easy opponent, a 30 percent chance of tackling a medium duelist, and a 30 percent chance of fighting a hard opponent. To make up for the stiffer city competition, you are now rewarded 120 reputation points for an easy victory, 140 points for a medium win, and 160 points for a hard victory. To enter the Rush City tournament, you must rise to the Advanced rank and earn 4,100 or more reputation points.

After you've had your fill of some local duelists, visit the trading center. You might score a powerful card like the Gatling Skyterror if you successfully win a special trade challenge. As always, review the five regular trades up for offer to see if anything can improve your two decks.

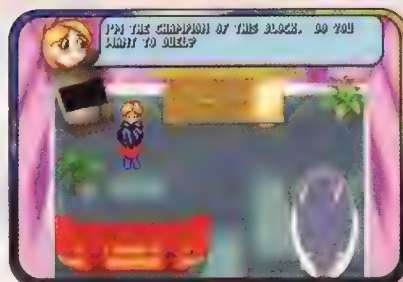


On this trading center visit, you can challenge for a Gatling Skyterror in a special trade.



Tip Certain cities have block champions. Challenge the block champion to see if you're ready to take the next step and enter the local tournament.

If you enter the building to the tournament center's right, you find the block champion. This is one of the tougher duelists in the city, and beating this challenge helps you gear up for the real tournament.



Battle the block champion to see if you have what it takes to rule Rush City.

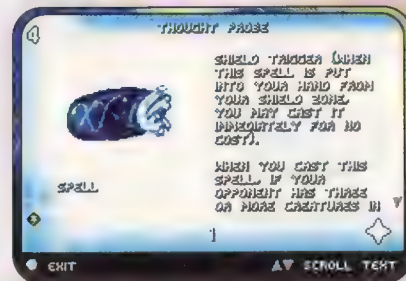
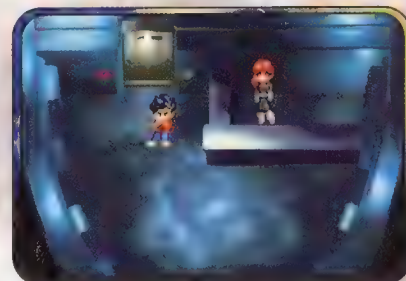
In this particular battle, we tried out our new second deck. Up against the forces of Darkness, our Fire and Nature speed deck had early troubles against cards like Bloody Squito, Death Smoke, and Creeping Plague. Our Darkness opponent set up two blockers and readied some destruction spells for our inevitable charge.



If you defeat the block champion and have enough reputation points, you're ready for the tournament.

The Fire/Nature deck started a little slow, but the mana acceleration theme worked well for us. Each Nature creature our opponent destroyed contributed to our mana zone. Our mana built up fast, and we were able to play large attackers like Tri-Horn Shepherd and Stampeding Longhorn. It didn't take them long to overrun our opponent's shields.

Tournament Showdown



A Thought Probe is this tournament's prize.

After you accumulate the necessary reputation points, register for the tournament and see what sort of prize the winner gets. In this tournament, a Thought Probe goes to the winner to help out in a Water deck.



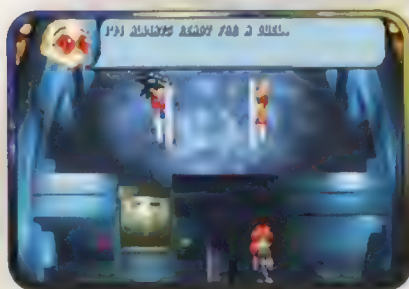
The first tournament match should just warm your deck up.

You must battle through three different duelists in the Rush City tournament. Since you can't switch in the middle of the tournament, you must choose your better deck to wage war in all three matches.



Tip You must win three tournament duels in a row to conquer the Rush City medal. Choose a deck that can handle many different civilizations and potential threats.

Our first opponent tried a speed Nature strategy that didn't pan out. Without the first- or second-turn creatures that a Fire deck can play, the Nature deck set up too slow. By the time its first creature challenged our Darkness/Fire deck for control, we had three destruction spells in hand and the mana to cast them all. The lone Zagaan, Knight of Darkness hammered home a victory.



Our second opponent hurled a Fire strategy at us.

The second duel turned out to be much more difficult. Some of our opponent's early Fire creatures knocked away shields quickly, and none of the shields triggered a spell or gave us exactly what we wanted as cards in hand. Fortunately, we drew and played a lot of Wandering Braineaters and Bloody Squitoes to stem the charge.



A single Chaos Worm destroyed our opponent's blockers and led the team to victory.

When things looked bleak, a timely Burst Shot cleared the battle zone and let us start over with even footing. We played a Horrid Worm to his bigger Fire Sweeper Burning Hellion, but we countered the following turn with a Chaos Worm that destroyed the Fire Sweeper and started swinging at our opponent's shields as a 5000-power attacker. He never drew anything that could deal with the Chaos Worm.



The third opponent fought with a Darkness deck centered around slayer creatures.

The third battle was familiar ground. Our opponent launched into a traditional Darkness deck pose. She came out with an early Writhing Bone Ghoul and followed with a Bone Spider. Once she had enough mana to start the parade, she played two slayers—back to back Bone Assassins.



Two destruction spells and our creatures stormed through to the third duelist.

For the early part of the game, all we did was trade creatures. If she attacked with the Writhing Bone Ghoul, we blocked with a Bloody Squito. When she played a Bone Assassin, we charged at her with a Horrid Worm and forced her to waste the Bone Assassin the next turn on attacking the Horrid Worm.



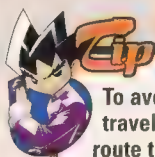
Tip You should force an enemy slayer to attack a weaker creature and destroy itself before playing a big finisher.

Finally, through a series of destruction spells, we overcame her Dark Clown and Gigagiele, and our Draglide attacked each turn for the win.



Win the Rush City medal to continue on your adventure.

You are given the Rush City medal to add to your collection. You have only one city tournament left until you can freely enter the capital. Play some last-minute duels around the city if you like, stop at the trading center one last time for some more cards, and then head south toward Caramel City at the bottom bridge.



Tip To avoid outdoor combats, travel in the straightest route to your destination.



Traveling to Caramel City, you get ambushed by duelists.

Of course, you get ambushed along the way. If you have enough reputation points, you can skip past the outdoors encounters without penalty. If you need more battle experience, challenge each duelist and teach them a lesson.



Caramel City holds your second city tournament.

You're about to set forth into the final city before your big showdown in the capital. If you want to try out any tricks or new deck ideas, now's the time. After you win the tournament in Caramel City, your sights are set on Lakeburg and Mr. X.



Adventure 6:

Caramel City

Map & Objective



Caramel City

Now that you've had some experience with city life back in Rush City, your trip to Caramel City won't be as traumatic. Your deck is tuned enough to beat most duelists, so now it's a matter of putting in the time to build up your reputation points and find that one super rare card that can power your deck to its full potential!



Caramel City isn't as sweet as it sounds.

Candy in Your Pocket



Explore the city and take on any duelists that want to challenge your deck.

You are not leaving Caramel City until you are ranked as a Professional on the reputation chart. You must acquire 9000 reputation points and reach Level 20 to participate in the Caramel City tournament, so prepare for several duels. If you came straight from Rush City, you may have more than 5,000 reputation points to collect *just* to enter the city tournament.



To earn the required reputation to fight in the city tournament, you may have to win more than 30 duels in the Caramel City streets. Be patient and remember that you will probably lose a few matches along the way.

Like Rush City, you have a 40 percent chance of running into an easy duelist, a 30 percent chance of battling a medium duelist, and a 30 percent chance of fighting a hard duelist. With so many reputation points at stake, each duel counts. However, some count more than others. An easy match gives you 140 points in Caramel City, a medium match forks over 160 points, and a hard match rewards 180 points.



Battle some more duelists, including this Darkness/Nature deck.

You might find it fun to make the circuit. Start at one corner of the city and walk along the perimeter. Challenge each duelist you run into and see if you can complete a circle around the city without losing a single match. You may have to complete a few laps to reach the Professional level on the reputation chart.



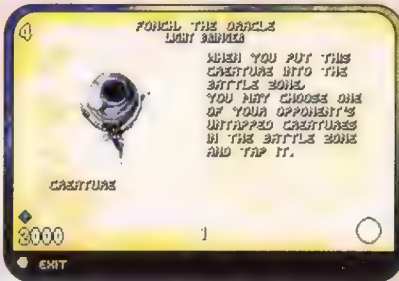
Win enough duels and you will level up a few times before the city tournament.



You will fight many duels in Caramel City. Save after each one so you don't inadvertently lose some of your hard-earned progress.

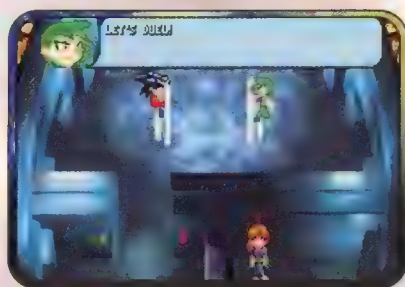
Caution

Tournament Showdown



The tournament ponies up a random card like Fonch, the Oracle.

When we finally had enough reputation to play in the Caramel City tournament, the receptionist showed us the special card at the door—a common Fonch, the Oracle. With all tough duels happening through the day, and more to come in the tournament arena, we were hoping for something a little more spectacular than a common. Still, the real reward for the tournament is the medal and another step toward facing Mr. X.



Fight through the first duelist and her Darkness/Light deck.

Heading into the first duel, we didn't know what to expect, and our opponent certainly kept us guessing. She played a Darkness/Light deck with many different cards mixed together. We never saw more than a single copy of a creature or spell hit play, but it still worked well.

Reusol, the Oracle led off the battle for our opponent, and she quickly played a Frei, Vizier of Air and Skeleton Soldier, the Defiled. We destroyed Frei, but when we attacked the next turn, we spell triggered her Dark Reversal, which brought Frei back to her hand. We pressured with a pair of Bolzard Dragons. The mana-destroying power of the dragons was too much for our opponent, and eventually she couldn't cast any significant threat that we couldn't deal with immediately.



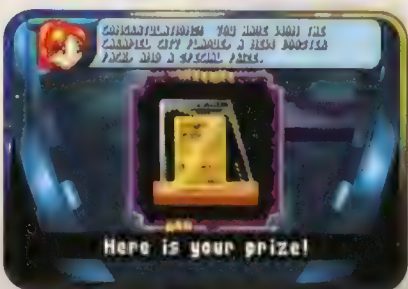
Battle the second duelist and his Nature deck.

The second duelist played some fast creatures like Poisonous Mushroom and Fear Fang to hit hard early. Crimson Hammer took out the Mushroom, though the Fear Fang proved a problem for two turns. Fortunately, the Fear Fang triggered a Tornado Flame, which sent it to the graveyard, and when an enemy Dome Shell hit the battle zone, we were ready with a Death Smoke. A little more destruction cleared a path for two Horrid Worms to strip the best cards out of our opponent's hand and destroy his shields in pairs.



The third duelist brings a variation on the Nature deck to the tournament.

In the third and final match, our opponent played a defensive Nature deck. He played creatures like Steel Smasher and Poisonous Dahlia that can't attack players. When we got creatures into play, he dared us to attack, knowing that his larger creatures could counter-attack and destroy the creatures that attacked.



Collect your rewards for winning the tournament.

Unfortunately for him, that strategy is difficult to pull off. After a couple of rounds of mana buildup, we dropped a 5000-power Draglide big enough to survive a 3000-power counterattack by the Steel Smasher. The 5000-power Poisonous Dahlia would have been a problem, except it never attacks, so it remained untapped and a fertile target for a Death Smoke or Terror Pit.



Tip After playing over 100 duels, you should start to see patterns in your opponent's decks. Plan accordingly. If you watch your opponent drop a one-mana Artisan Picora on the first turn, for example, you know he's playing a speed deck. Play your blockers as early as possible to counter-balance the speed deck.

Part of our opponent's plan was to build up to eight mana and cast the Vampire Silphy. That could have destroyed the whole battle zone and left our opponent with a single 4000-power attacker, except he never reached the eighth mana. With the Steel Smasher helpless and our opponent's bigger finisher slower than mine, it only took three more turns to drive the final stake into his heart.

You really have to earn the Caramel City medal, that's for sure. After what seems like an endless stream of duels, you have the precious reward in your hands. You finally hold the key to the capital, and it's only a matter of time until you catch up with the elusive Mr. X.



Your next destination: the capital city, Lakeburg.

Adventure 7:

Lakeburg City

Map & Objective



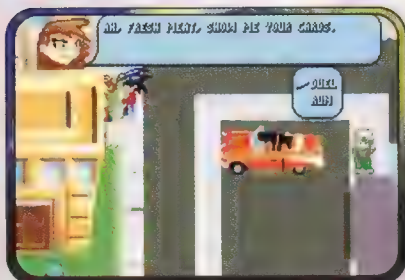
Lakeburg City

You've made it at last! After a whirlwind tour around the country, you've become a Professional-level duelist and the citizens of Lakeburg have opened its doors to you. Can you survive the toughest tournament in the land? Will you find Mr. X and recover your grandfather's super rare card? Do you have what it takes to become a Master Duelist?



Lakeburg challenges your deck skills and your foot skills.

Capital Punishment



Start tracking down random duelists to increase your reputation.

Competition doesn't get much stiffer than Lakeburg. You have just as great a chance of facing off

against a hard duelist than an easy one. In Lakeburg, you meet an easy duelist 30 percent of the time, a medium duelist 40 percent of the time, and a hard duelist 30 percent of the time. Each time you trounce an easy duelist, you collect 270 reputation points. For a medium opponent, you gain 300 points, while a hard adversary gives you 330 reputation points.



One of the locals tells you that Kalote is the city champion—the very same thief that stole your card.

As your journey to find Kalote—also known as Mr. X—draws closer to fruition, you are still a ways away from the rank of Master on the reputation chart. You need 15,700 reputation points to obtain Level 25 and enter the Lakeburg tournament. Considering that you barely topped 9,000 reputation points to enter the Caramel City tournament, you again have your work cut out for you. If you can find several hard duelists to battle, you might have to win only about 20 duels to gain the necessary points.



Visit the trading center for some more special cards.

You can start with the block champion if you like. Head to the house above the trading center and duel for the glory of ruling the block. If you can't beat the block champion, then forget about entering the tournament. Only when you've destroyed the block champion deck should you consider a trip to the tournament center.



The block champion resides in the house above the trading center.

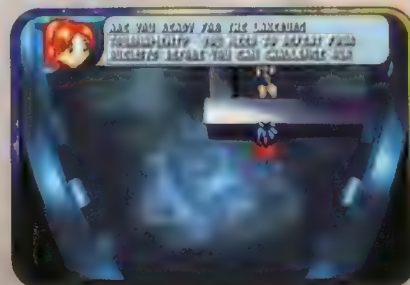
On this trip to the block champion, she challenges us with a fast Fire deck. You've probably seen this type of deck a number of times by now. The quicker Fire creatures try to break your shields early, and some destruction fends off your creatures when you try and mount any sort of defense.



The block champion challenges you with fast Fire creatures, and they fall if you can get out bigger ones.

Fortunately, the Darkness/Fire deck that we're playing handles that sort of attack well. Between the Crimson Hammers, Wandering Braineaters, Bloody Squitos, and spell triggers that could fry an enemy attacker, the deck extinguishes the Fire charge in time. When a dragon hits the battle zone, our opponent can't do much more than stare at her Tornado Flame wishing that it could do 1000 more damage.

Tournament Showdown



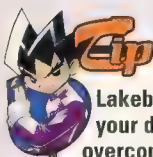
You must defeat five challengers in a row to win the Lakeburg tournament.

With enough reputation points, you've become a Master and entered the capital tournament. You must battle through five opponents, and this is the most challenging duels to date, if not for the entire game. Make sure your deck is as tuned as it can be—it shouldn't have a single card missing that you want to go into it—or else you might be bounced from the tournament before you've had your fair chance at glory.



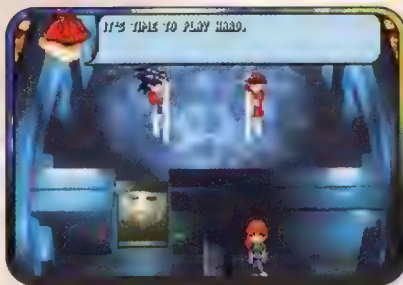
First up, a Light/Water deck that plays a lot of good defense.

Our first opponent broke out a Light/Water deck that attempted to bottle us up with lots of bounce spells, blockers, and creatures that don't tap when they attack. An early Frei, Vizier of Air followed by a Unicorn Fish to return the Horrid Worm we just played back to our hand, made life difficult. Later, when we reached enough mana to plunk down a Dark Titan Maginn and Horrid Worm, both came back to our hand courtesy of our opponent's Teleportation spell.



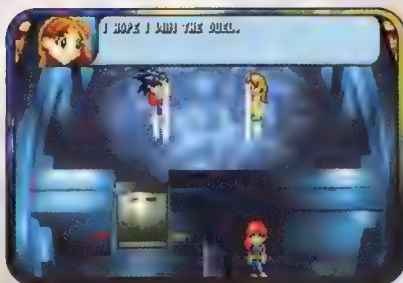
Tip If you get beat in the Lakeburg tournament, retool your deck so that you can overcome whatever ailed you the first time.

In the end, we prevailed with our destruction spells. Our opponent was able to return creatures to our hand; we were able to destroy hers permanently. As soon as her defensive spells wore out and we were able to play a 5000-power Draglide large enough to overcome her blockers, the match fell to us.



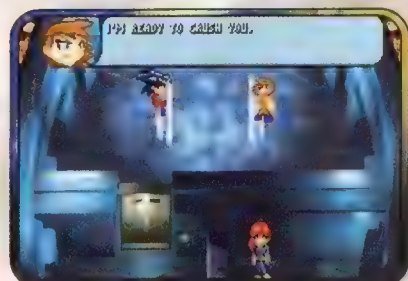
The second opponent tag teams Darkness and Nature together.

The second opponent didn't last long. He tried to combine Darkness and Nature—and that combo can work well—but he wasn't lucky enough to draw the cards he needed early. As we poured it on with Horrid Worms and a Draglide, our opponent only mustered a Burning Mane and Skeleton Soldier. It didn't take long to move on to round three.



In the third battle, our opponent "Fires" up a destructive deck.

As we've seen with our Darkness/Fire deck before, it matches up well against one of the most common duelist deck types—speed. When our third opponent broke out the speedy creatures, we broke out the cheap blockers and affordable destruction spells. To try and bury us, our opponent slipped out an Explosive Fighter Uearn, which could have done a whole lot of damage if not for the Death Smoke in hand. In less than five minutes, the battle was over and we moved on to round four.

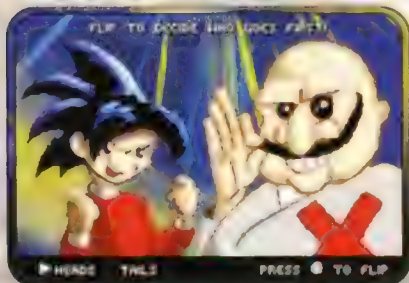
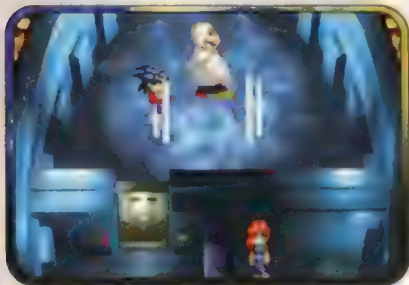


The fourth opponent charges forth with Nature creatures.

When our fourth opponent started playing Darkness and Nature creatures to the battle zone, we noticed it was a similar deck to the round-two duelist—only this time it was working. The 2000-power Burning Mane came out early like it's supposed to, and the deck followed up with a 2000-power Golden Wing Striker and a 4000-power Forest Hornet.

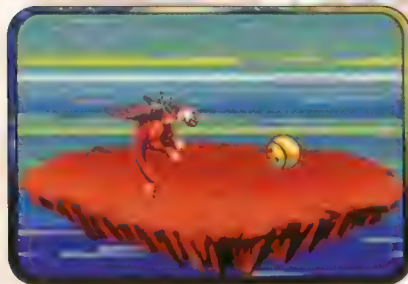
We blocked the Burning Mane with our Wandering Braineater, and they both ended up in the graveyard. After it attacked once, we destroyed the Golden Wing Striker with a Crimson Hammer and then blocked the Forest Hornet with our second blocker, a 4000-power Bloody Squito.

In a race that came down to the wire, our Dark Titan Maginn destroyed the last shield before our opponent's Deathblade Beetle because we drew a Terror Pit to off the offensive bug.



Finally, you square off against Mr. X.

At last, your fifth and final challenger is Mr. X himself! Since he crept into your room and stole your super rare card, you've been dreaming of this moment. You can now prove to him who the better duelist is once and for all.



You must battle through a host of creatures to ever reach Mr. X.

Mr. X's deck has so many weapons, where do you start? Mr. X's general strategy is to play blockers to defend against any creature rush. As he ramps up the mana, he plays bigger and bigger creatures, including finishers like the 9500-power Ladia Bale, the Inspirational (which is an evolution and must be played on a fellow guardian) and the 9500-power Hanusa, Radiance Elemental. These huge beasts had better be dealt with immediately or you won't have many chances to draw cards to defeat them.

Mr. X's Deck

# of Cards	Card Name
1	Diamond Cutter
2	Ethel, Star Sea Elemental
2	Gran Gure, Guardian of Space
1	Hanusa, Radiance Elemental
2	Holy Awe
4	locant, the Oracle
2	Jade Tree
4	La Ura Giga, Sky Guardian
2	Ladia Bale, the Inspirational
2	Larba Geer, the Immaculate
2	Magris, Vizier of Magnetism
2	Miele, Vizier of Lightning
2	Moonlight Flash
3	Reso Pacos, Clear Sky Guardian
2	Spiral Grass
2	Szubs Kin, Twilight Guardian
2	Toel, Vizier of Hope
3	Urth, Purifying Elemental

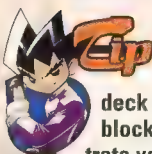
Big guys aren't the only way for Mr. X's deck to win. He can win with Urth, Purifying Elemental. Urth strikes at 6000 power and doesn't tap to attack, so it's very difficult for one of your creatures to take it down.

Holy Awe also provides a win condition. With enough attackers out, Mr. X can tap all your blockers and destroy you in one combat strike. If you think that's a surprise, wait until you see him play an entire battle zone full of blockers and then cast Diamond Cutter, a spell that allows them all to attack for a turn. You might just lose to an attacking Gran Gure, Space Guardian.



Beat Mr. X to see him pout like a little kid.

Our showdown with Mr. X was a nail-biter. Mr. X got out so many blockers early that our Horrid Worms, even our Dark Titan Maginn couldn't attack. Draglide had to sit in our hand; if we played the 5000-point dragon, it would be forced to attack right into Mr. X's 6000-power blocker, Szubs Kin, Twilight Guardian.



Against any Light deck that uses a heavy blocker strategy, concentrate your destruction on the other attackers first. The blockers can't attack you directly, so you can always draw a few extra cards to come up with answers to solve the defense.

It took a lot of patience to win. We destroyed any threat first—attacking creatures like Reso Pacos and the impossible-to-block Ethel, Star Sea Elemental—then waited to draw our Death Smokes and Terror Pits to destroy his huge blockers. At the end, we used several of our smaller blockers to intercept his attack Hanusa and slowed him down just enough to pull off the victory with an army of Horrid and Chaos Worms.



Detective Kline calls the police to take Mr. X into custody.

When you finally beat Mr. X, Detective Kline arrives with the police. They force Mr. X to give back your super rare card (which you can now play with in any of your decks) and cart him off to jail for being a crook and cheat.



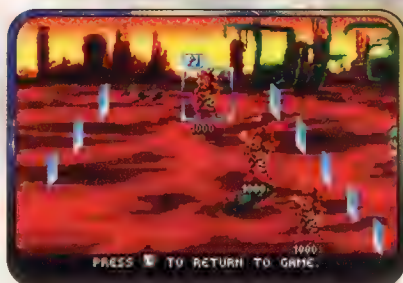
After you win the Lakeburg trophy, your friends and family congratulate you.

The great duelist Shobu and your dad show up to congratulate you on your big tournament win. It feels good to work hard for a title and finally bask in the happiness of a job well done.



Travel to the *Flying Tapioca* to meet your next challenge.

Unfortunately, it's not over yet. There's a ship off the coast, the *Flying Tapioca*, that holds a crew of dueling sailors who are formidable *Duel Masters* players. You are challenged to defeat all nine of them, so what are you waiting for?



Duelists try and beat you out in the wilderness. After winning the Lakeburg tournament, you won't have problems with those amateurs.

Head back toward your hometown of Mapleton Village. You'll see the *Flying Tapioca* off the coast at the bottom of the map. Now that you're a Master and have won the Lakeburg medal, you can enter the ship and do battle with its sailors. Be forewarned, though—you better know how to beat a really good Water deck.



Once you reach Master level, your adventure is nearly complete.

Adventure 8:

the Flying Tapioca

Map & Objective



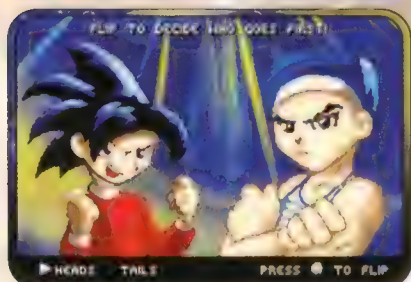
DEFEAT THE MEN IN BLACK SUITS!

With Mr. X defeated and you a Master Duelist, what's left? If you explored the world fully, you probably noticed a mysterious ship parked off the mainland. Before, you couldn't get past the burly sailors that refused passage. Now, with the capital medal in your possession, you enter the ship. The *Flying Tapioca* sailors are waiting to see if your deck is as everyone claims it is.



After you become a Master Duelist, you can enter the *Flying Tapioca*.

All Aboard!



The nine *Flying Tapioca* sailors all use the same Water deck.

All nine *Flying Tapioca* sailors use the same Water deck. It's a defensive deck that is flexible to attack early if it chooses. It has many tricks, and if you let it stay in the game long enough, it builds up enough mana to finish you off.



Blockers, creatures that can't be blocked, and creature that return other creatures to an owner's hand make up the sailors' Water deck.

Normally, the deck goes into defensive mode fairly early. It can play the solid one-mana Marine Flower on the first turn, which slows any early charge with its 2000 blocking power. Other blockers follow, such as the 4000-power Phantom Fish and the 5000-power Revolver Fish. With a couple of these set up, it makes it difficult to punch through without a lot of work.



Destroy all the Water creatures before they destroy you.

While the blockers defend, the Water deck prepares with the Aqua Hulus (it draws an extra card when it enters the battle zone) and drops more defensive creatures into the battlefield, such as Stained Glass that return a Fire or Nature creature back to its owner's hand each time the Stained Glass attacks.

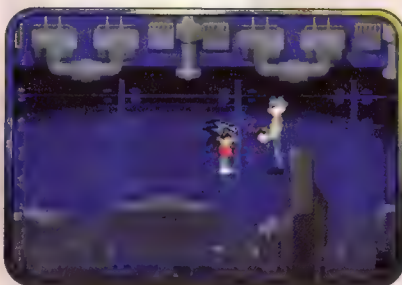
Sailor's Deck

of Cards Card Name

2	Aqua Hulus
2	Aqua Knight
4	Aqua Sniper
2	Aqua Soldier
4	Candy Drop
2	Corile
2	Crystal Lancer
2	Crystal Paladin
2	King Depthcon
1	King Nautilus
4	Marine Flower
2	Phantom Fish
2	Revolver Fish
3	Saucer-Head Shark
3	Spiral Gate
2	Stained Glass
1	Teleportation

Without a full screen of mana, the Water deck plays out the Candy Drop, which can't be blocked. While it sits back defending, the Water deck can attack with one or two Candy Drops each turn to wear down the opponent. As the mana increases, the deck can also lay down the unblockable King Depthcon or the King Nautilus, which makes all your liquid people unblockable. It's very difficult to slow all these unblockable dudes down.

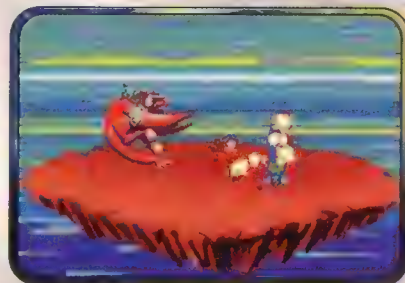
If you can stop the unblockable nonsense, the Water deck has more tricks. The Aqua Soldier and the Aqua Knight both have the ability to return to the Water player's hand each time they die. You can never get rid of them! With enough mana, the Water player keeps replaying them each turn until they eventually break through to your shields.



If you beat the first sailor, you can move on to the second one.

The Water deck really shines when it starts using its bounce. Even with cheap cards—such as the two-mana Spiral Gate—the Water deck can start returning cards to its enemy's hand. Whether it be to remove a blocker or slow down the opponent, the Water deck has a dozen cards dedicated to removing creatures from the battle zone.

For four mana, the Crystal Paladin returns all blockers to their owner's hands. Crank it up to five mana and Corile, Saucer-Head Shark, and Teleportation all blast creatures out of the battle zone. If the Water deck reaches eight mana, it drowns you. With four copies of the powerful Aqua Sniper, the Water deck ends up bouncing two enemy creatures and playing a 5000-power attacker in the same card play.

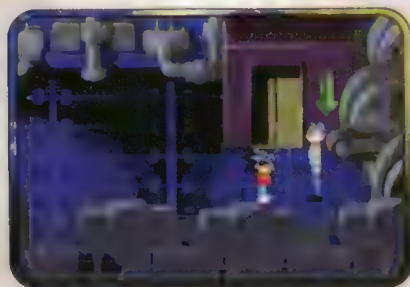


On the first level, the Darkness/Fire deck steamed the Water creatures.

Unlike other tournaments, you can switch decks between battles with the nine sailors. Play your best deck first, but after you have a feel for the Water deck, you may want to switch it up and try out some of your other decks for the fun of it.

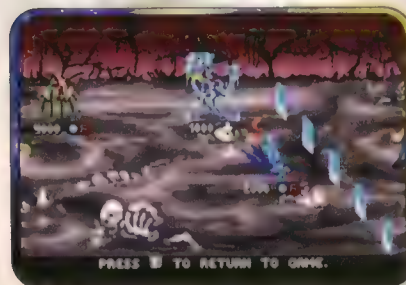
In our first battle with the Water deck, we ditched our blocker for mana early. The Water deck doesn't really have any fast creatures, and the ones it plunks down in the first few turns are either blockers or unblockable attackers. Either way, our blockers were really only good for mana.

The Flying Tapioca



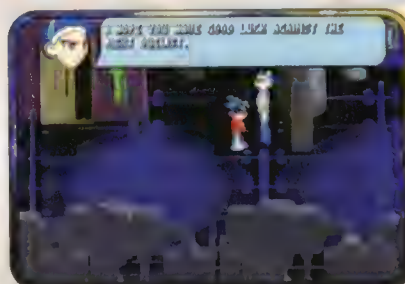
Defeat the third sailor and you can descend to the ship's second level.

The Water deck led with an Aqua Hulus and drew another card. We played a third-turn Horrid Worm to put the discarding pressure on the sailor. The sailor countered with a Revolver Fish to stymie our worm, but we caught a lucky break when his Aqua Hulus triggered a Terror Pit and got blasted.



Don't let the Water deck build up too much mana or you'll be sorry when an Aqua Sniper appears.

The following turn we smoked the Revolver Fish with a Death Smoke, and it was all uphill from there for the Water deck. Each turn, the Horrid Worm attacked and forced a discard, knocking great stuff out of the sailor's hand, such as Corile and Teleportation. Eventually, a Draglide joined the assault and carried the day.



You can switch to any deck you want between sailors.

In the best match on the ship's second level, we played our experimental Fire/Nature deck. The Water shot out of the gate with a Marine Flower and Aqua Soldier. We countered with a fourth-turn Forest Hornet.



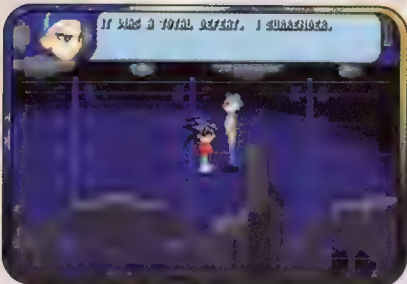
Darkness steamrolls Water again.

On the next turn, the Aqua Soldier attacked and triggered a Mana Crisis spell. We chose one of the sailor's four Water mana and nuked one to the graveyard. On our next turn, we drew a Mana Crisis and cast it to nuke a second mana. Now our opponent was crippled, and we followed the Forest Hornet attacker with a Bombersaur. If the sailor managed to destroy the Bombersaur, he would have lost two more mana and not been able to summon forth much. If he didn't destroy the Bombersaur, it would destroy him in two more turns. Needless to say, it was over quick.



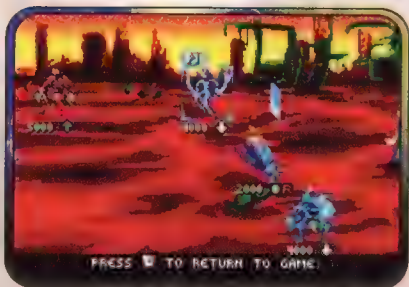
Best the sixth sailor to reach the bottom ship level.

In the final battle, we chose our Fire/Nature deck again, since it worked so well on the second ship level. We got off to a good lead with two Engineer Kipos. These 2000-power attackers can hit for early damage, and if the Water deck does destroy them, both players lose a mana. This set us back, but it's more important that it sets the Water player back so he can't play those massive creatures and spells in his hand.



The eighth sailor falls to a new experimental Fire/Nature deck.

At a critical juncture during the middle of the game, the Water player's Aqua Soldier triggered a Tornado Flame that blew away a Revolver Fish that had been blocking our attackers. After that, the flood gates opened for us, and our creatures made quick work of the situation.



An Onslaught Triceps locks up the eighth victory.

As soon as the final sailor falls in defeat, you've completed your next mission. Now, you have one last task to put all your affairs in order—return to Mapleton and win the last medal to complete the ultimate prize collection.



You've completed your next mission as soon as the ninth sailor surrenders.



the **Final Medal**

Adventure 9:



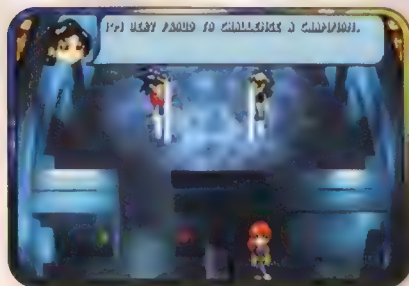
Mapleton Village

You have one last piece of unfinished business. Mr. X has been defeated. You've proven your worth to the sailors on the *Flying Tapioca*. Duelers around the world know your name and your deck accomplishments, but you still haven't won your local tournament and collected the medal closest to home. Return to the place of your birth and show off in front of all your friends and family for one last hurrah.



Return home from the *Flying Tapioca*.

Medal of Honor



It's Darkness on Darkness in the first Mapleton tournament match.

You would think that after defeating nine sailors with a tough Water deck, you would want to take a rest? There's no quit in you, though, as you have one last task to complete. Men in black suits have taken over the last tournament in your hometown of Mapleton Village. You must rid the town of the men in black suits and claim the final medal for your own.



Light creatures showed up to support our first opponent's existing creatures, but it was a lost cause.

It's a relatively simple tournament compared to the ones you've been involved with recently. You only have to defeat two men in black suits, though that's not saying it's going to be an easy time.

The men in black suits know what they are doing. Just because you think you've seen the deck before in an easy duelist's hands, don't make the mistake of taking it nice and casual. The men in black suits will make you pay if you do.

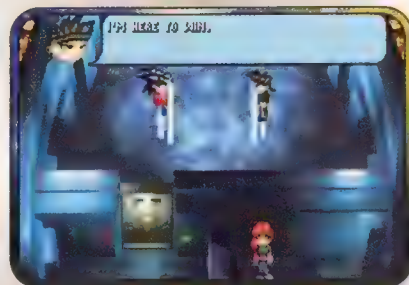


In our first battle at the Mapleton tournament, we fought a Darkness/Light deck that could pound away, tap down, or swing with heavy hitters. Don't let it get set up with its slayers or its big blockers, otherwise it taps you down and destroys your creatures. Once it gets up there, it beats you with Zagaan, Knight of Darkness; Hanusa, Radiance Elemental; or the super-powerful Ultracide Worm.



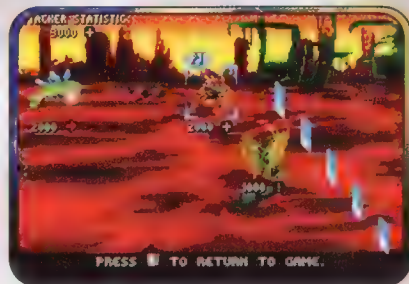
A Chaos Worm smashes through everything to beat the first opponent.

Our own worms beat the Darkness/Light deck to its worms. An early Horrid Worm started the discarding, and when it transformed into a Chaos Worm, it destroyed an enemy Lok, Vizier of Hunting. The Darkness/Light deck managed to summon forth an Emerald Grass and Bone Spider, but the steady pressure of the Chaos Worm, backed by a single Terror Pit targeting the Bone Spider, trounced the last hope from our first opponent.



The second challenger goes back to the traditional Fire speed strategy.

The second battle started out much quicker paced. Instead of the plodding Darkness/Light deck, the second man in the black suit brought a speedy Fire/Nature deck to the tournament. It dropped a first-turn Deadly Fighter Braid Claw and a second-turn Immortal Baron, Vorg. We played two blockers—the Wandering Braineater and Bloody Squito—on subsequent turns to slow the damage.

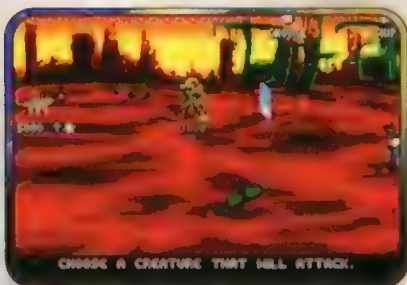


Nature creatures arrive to supplement the enemy Fire attack.



The Final Medal

The Fire/Nature deck pressed the attack with a Mini Titan Gett and a Thorny Mandra. A Crimson Hammer smashed the Mini Titan, and a triggered Tornado Flame fortunately destroyed the Thorny Mandra before it could deal serious damage to our shields. It was back to square one.



Darkness' destruction spells turn the tide.

Near the end of the game, we played a Dark Titan Maginn. Left unchecked, the Titan would force discard after discard and pick apart our opponent's hand. The Fire/Nature deck countered with Natural Snare, one of the few destruction spells that can deal with the Titan, removing it from the battle zone and placing it into our mana zone.



Tip
If you know your opponent has lots of destruction, try to bait an elimination spell out against one of your weaker creatures before you play the real deal.



You gain the Mapleton rewards, including the final medal for your collection.

Two Death Smokes in a row on our part destroyed the last of the Fire/Nature creatures in play. Now we had the deck down to where we wanted it—drawing one card a turn off the top of its deck with no option but to play only that spell. Our single Horrid Worm kept attacking, and when we added a Draglide, the Fire/Nature couldn't keep up with the offense and managed a Balloon Mushroom as its last play.



Your mom and dad are proud of your accomplishments.

With a victory over the second man in a black suit, you complete your last quest and gain the Mapleton Village medal at the same time. Your friends and family congratulate you again, and now you can truly relax as the greatest hero around.



With the whole world mastered by your various decks, you can finally kick back and relax as a Master Duelist.

Duel Masters: Sempai Legends doesn't end there. You can keep playing this wonderful game forever. There are still duelists out in the land to challenge, and until you gain a reputation level of 100, you haven't reached your full potential.

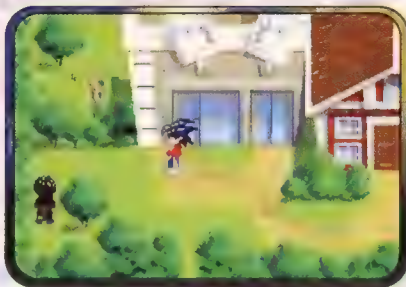
And have you collected all 180 cards, even all the very rares and super rares? What are you waiting for? You have a duel to win.

Sempai Legends



Card Guide

Where do you start with 180 *Duel Masters: Sempai Legends* cards to choose from? This section details every card in the game. The cards are categorized alphabetically under their respective civilizations. We describe each card, detailing why it's important (or not as important) to your decks. We've also created a star ranking (one to five) system that shows you how powerful the card is in the game.



Before you duel and get overrun by your opponent's well-constructed deck, study the pros and cons of your available cards.

The Rankings



Each win earns you a booster pack of new cards. Look through your pack and determine which cards can make your deck or which cards should go in the trunk.

Because every card in *Duel Masters: Sempai Legends* has different costs and different powers, some cards are better than others. Some cards also have restrictions that make them really good in one situation and not so good in another.

To help you decide which cards will best fit in your deck when deck building, we've created a ranking system from one star to five stars. One-star cards are the weakest, five-star cards are the strongest and should go in any deck, and cards in-between can make a deck if it fits your needs. Here's what the rankings stand for:

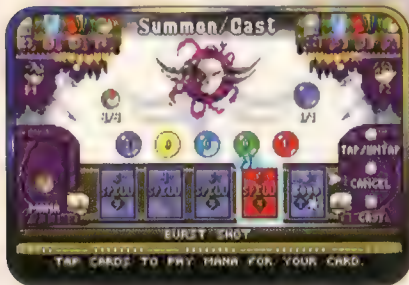
- ◆ Weak: Avoid this card unless you need it for a specific purpose in your deck.
- ◆◆ Below Average: You can put this card into your deck, but there is a better card out there.
- ◆◆◆ Average: These cards will fit in your deck nicely, though depending on space, you may not be able to include them all.
- ◆◆◆◆ Great: If you like what this card offers, you should put it in your deck.
- ◆◆◆◆◆ The Best: All of these cards go in decks belonging to that civilization. There is rarely an excuse for not including a five-star card.

Sempai Legends Card Guide

Reading Your Cards



Each *Duel Masters* card has the same layout, so once you know how to read a card, you can easily figure out all the crucial information in seconds. The top left number is the card's cost to play. The card name runs along the top, with the creature's race below that.



Know your spells so you don't get stuck holding too many of them in your hand.

Below the picture, a small tag on the left tells you whether the card is a creature or a spell. The card description tells you what the card can do, including keywords like *double breaker* and *blocker* that have special meanings described in the "Mastering the Duel" section.

In the bottom left corner, a creature's power level is shown; this helps determine who will win in a battle.



The power of your creatures usually determines whether or not you put them in your deck.

Darkness Civilization



Amber Piercer

Ranking: ◆◆◆

The Amber Piercer has a good ability: Each turn that it attacks, it can bring a creature back from your graveyard to your hand. It may be worth it just to attack once, and certainly twice, but you may not get a chance to attack as many times as you like with its 2000-power body. If it was one mana cheaper to cast or 1000 power more, it would be incredible. As it stands, it's powerful but vulnerable.



Bone Assassin, the Ripper

Ranking: ◆◆◆

One of the precious few slayer creatures, the Bone Assassin finds its way into many Darkness decks. It's reasonably priced for its ability to destroy any creature in a one-on-one battle. Though small with a 2000-power frame, it can destroy your opponent's shield after you clear the way with your other destruction spells.



Black Feather, Shadow of Rage

Ranking: ◆◆

At first, a 3000-power creature for one mana sounds like a great bargain. Unfortunately, you must destroy one of your creatures when Black Feather enters the battle zone, which slows you down and serves as a free destruction spell for your opponent. It can go only in decks that have weaker creatures that you can sacrifice.



Bone Spider

Ranking: ◆◆

5000-power for three mana is a great deal; however, as soon as the Bone Spider wins a battle, you must destroy it. Look at it as a one-shot destruction spell; if you can hit your opponent a couple times when the coast is clear, so much the better.



Bloody Squito

Ranking: ◆◆◆

Darkness doesn't have many blockers, and it certainly doesn't have many cheap blockers. For two mana, you get a 4000-power body that can block for you. It disappears after a single battle, but if you consider it as a destruction spell that destroys one of your opponent's creatures, you can't really complain for the price.



Chaos Worm

Ranking: ◆◆◆◆

The Chaos Worm is a 5000-power creature that destroys one of your opponent's creatures when it enters the battle zone. However, the Chaos Worm's drawback is that it's an evolution that can be played only on parasite worms. If you have a slew of worms in your deck, this becomes a five-star card. Otherwise, it might see limited duty.

Sempai Legends Card Guide



Creeping Plague

Ranking: ♦♦♦♦

The slayer ability is a huge advantage, especially when you trade one of your 1000-power creatures for your opponent's 8000 creature. Creeping Plague turns *all* your creatures into slayers for the turn. You'll either destroy a whole mess of enemy creatures, or your opponent will be too scared to block, and you'll destroy a whole mess of his shields.



Dark Raven, Shadow of Grief

Ranking: ♦

This card costs four mana for a 1000-power creature that is a blocker and can also attack. With such a small frame, however, it won't last long on either defense or offense. There are much better choices to spend your mana on in a Darkness deck.



Critical Blade

Ranking: ♦♦♦♦

This card costs two mana for a spell that can destroy a 9000-power creature. Even better, Critical Blade has a spell trigger, which means you might get it off for free. You can really set your opponent up with Critical Blade—when he attacks, he's confident that his blocker will save the day on your turn. You know better than that.



Dark Reversal

Ranking: ♦♦♦♦

The flexibility of bringing a creature back to your hand from the graveyard can be very useful. Still, you don't usually want to waste two mana on your turn doing that. Late in the game when you have a lot of mana, it's good, but early on you won't be able to do it often. As fortune would have it, Dark Reversal has a free shield trigger, which makes it very playable.



Dark Clown

Ranking: ♦♦♦♦

Sometimes you can be desperate for blockers while building Darkness decks. Desperate enough to use the Dark Clown, though? Only if you want a lot of blockers. There are much better choices than a 6000-power creature that costs four mana and goes to the graveyard after a single block. The fact that it can't attack drops it into the "below average" category.



Dark Titan Maginn

Ranking: ♦♦♦♦

The Dark Titan Maginn can annoy and disarm your opponent at the same time. A 4000-power attacker isn't bad for six mana, and when you add on his ability to force your opponent to discard when it attacks, you have a winner. While he slams away blockers or shields, he strips that next-turn creature or destruction spell from your opponent's hand before it can destroy Dark Titan Maginn.



Deathliger, Lion of Chaos

Ranking: ♦♦♦♦

If you have a lot of mana in play and want a creature that can smash face with the best of them, welcome Deathliger aboard. For seven mana, you gain a 9000-attacker that blows up two shields a turn with its double-breaker ability. There are other high-cost creatures that are better, but score a Deathliger in an ante win, and it makes your deck incredible.



Ghost Touch

Ranking: ♦♦♦♦

This cheap discard card forces your opponent to throw away a card from his hand at random. Basically, you can use Ghost Touch to possibly remove his best creature or spell. Granted, you might also get a small blocker or spell he can't cast at the moment, but it's worth the risk. You're still both losing a single card, and yours might go off for free with the shield trigger.



Death Smoke

Ranking: ♦♦♦♦♦

Unless a destruction spell has a high cost, it usually deals a certain amount of damage or only destroys a certain power level. Not so with Death Smoke. For only four mana, it can destroy any creature, as long as it's untapped—this means all blockers and any creature, regardless of size, when it comes into play with summoning sickness. Wow!



Gigaberos

Ranking: ♦♦♦♦

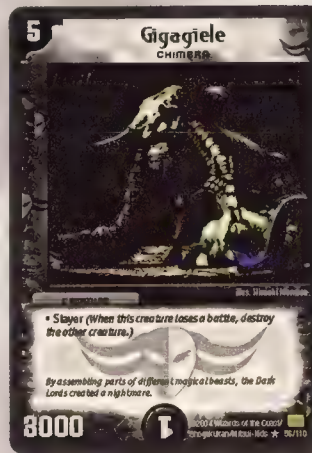
Destroying two of your creatures when it enters the battle zone is a steep price to pay for any creature. Luckily, Gigaberos makes up for that disadvantage with 8000 power and a double breaker. When your defense has done its job and you want to pop off some of those blockers for a big, fat attacker, think about the relatively cheap Gigaberos and the damage he can do.



General Dark Fiend

Ranking: ♦♦♦♦

As tempting as a 6000-power attacker for five mana may be, avoid the General Dark Fiend in most of your decks. In a speed deck, he may work because you're racing to destroy your opponent's shields before yours can be destroyed. But he destroys one of your shields each attack, so use him sparingly unless you know you're safe from enemy attack.



Gigagiele

Ranking: ♦♦♦♦

For five mana, you want to get more than a 3000 body. How about the slayer ability? Gigagiele can destroy any creature in battle, and often his 3000 power can survive battles that his 2000-power brother, Bone Assassin, the Ripper, can't survive. He can pull double duty as a potential finisher and a destruction spell if the battle zone suddenly switches in your opponent's favor.

Sempai Legends Card Guide



Gigargon

Ranking: ♦♦

Eight mana for a 3000-power attacker is expensive. On the plus side, Gigargon can bring back two graveyard creatures to your hand, which may help you in future turns; but its expense might prevent you from ever playing Gigargon in the first place. There are many better choices once you reach the higher mana costs.



Horrid Worm

Ranking: ♦♦♦♦

One of Darkness' best low-cost creatures, the 2000-power Horrid Worm forces a discard from your opponent each turn. Because it costs only three mana, you can possibly trigger this a few times early in the game before the enemy defense gets set up. Later in the game, the Horrid Worm can be a target for your Chaos Worm evolution upgrade.



Gigastand

Ranking: ♦♦♦

While the Shadow Skeleton doesn't usually make it into most Darkness decks, Gigastand might. It's the same body—a 3000 attacker for four mana—except Gigastand has the bonus of returning to your hand instead of going to the graveyard if you discard a card. Against decks with a lot of elimination, Gigastand can prove to be the thorn in the side that fatally wounds.



Lost Soul

Ranking: ♦♦

Lost Soul is a powerful effect. There are certain times during a game where it could be a game winner. However, it costs seven mana. By the time you reach that mark, many enemy decks will be out of cards or only down to one or two. In times like that, it's better to have a really good creature or destruction spell for the seven mana.



Gray Balloon, Shadow of Greed

Ranking: ♦♦♦

Darkness has a limited amount of good blockers, and the Gray Balloon, Shadow of Greed is the all-around best of the bunch. For three mana, you get an impressive 3000-power blocker that can't attack players, but can attack creatures. All those speed decks that rely on 1000- and 2000-power attackers are shut down with a single Gray Balloon. Stockpile these if your deck needs defense.



Marrow Ooze, the Twister

Ranking: ♦♦♦

It won't win a blocking fight, and it dies when you attack once. Still, the Marrow Ooze costs just one mana, which makes it a bargain to do both those things. In certain decks where you want to hit an enemy shield early—and later it can serve as a one-shot blocker to slow down the enemy threat—Marrow Ooze can fit in your deck's mana curve nicely.



Masked Horror, Shadow of Scorn

Ranking: ♦

Unless you have a deck dedicated solely to the discard strategy, the Masked Horror should sit in your trunk and cheer on the team from the sidelines. It's way too expensive for a 1000-power creature. At five mana, you have access to much better abilities than a random discard directed at your opponent. Steer clear of the Masked Horror unless you're limited on cards.



Skeleton Soldier, the Defiled

Ranking: ♦♦

The Skeleton Soldier is very plain. For four mana, you get a 3000 body with no special abilities. Depending on your deck's mana curve, you may put the Skeleton Soldier in to fill up some creature slots. Early in your dueling career, you can stock up on them since they're commons and decent creatures to throw into the battle zone.



Night Master, Shadow of Decay

Ranking: ♦♦

Another creature in the expensive department, at least you gain a 3000 blocker and attacker when you pay for the Night Master. The luxury of blocking might be enough to try the Night Master in certain decks, though the high cost might prevent you from getting it out as you play better spells ahead of it when you finally have the chance.



Stinger Worm

Ranking: ♦♦♦

The Stinger Worm eats one of your creatures to arrive on the battle zone as a 5000-power attacker. You slow yourself down by destroying a fellow creature, but a 5000 attacker can be formidable and may be worth the penalty.



Poison Worm

Ranking: ♦♦♦♦

You gotta love a 4000 body for four mana. But that 4000 body destroys one of your other 3000-power or less creatures when it comes into play, so don't play it when you have a small creature in play. You can play the Poison Worm by itself or when there are only 4000-power or higher creatures on your side and you suffer zero drawbacks.



Swamp Worm

Ranking: ♦♦

The Swamp Worm holds one of the best creature abilities in Darkness: destroy any enemy creature that enters the battle zone. The drawbacks? Your opponent gets to choose the destroyed creature, so you may not score the one you want. Swamp Worm costs seven mana, and for seven mana, you get only a 2000-power attacker. If you have limited destruction spells, include Swamp Worm.

Sempai Legends Card Guide



Terror Pit

Ranking: ♦♦♦♦♦

Without a doubt, Terror Pit is the best destruction spell in the game. It costs six mana, but it also has a shield trigger, which means you can cast it for free. Don't underestimate the power of being able to destroy any enemy creature. When a fearsome double breaker is breathing down your neck or a giant blocker prevents your entire team from charging in, Terror Pit takes care of your needs.



Wandering Braineater

Ranking: ♦♦♦♦♦

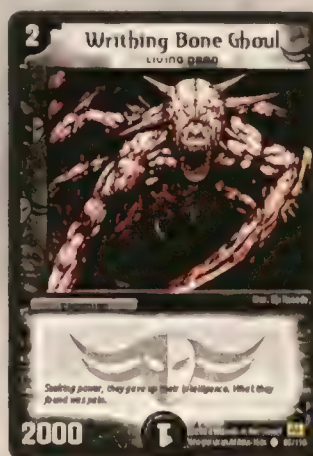
For two mana, you gain a 2000-power blocker. Normally, that's average, but in Darkness where blockers are limited, you'll find yourself going back to it more and more against speedy decks. If your deck has trouble losing too many shields early before you can get control with your high-cost creatures and spells, look to this "lowly" blocker as some needed defense.



Ultracide Worm

Ranking: ♦♦♦♦♦

If you want the biggest creature in *Duel Masters: Sempai Legends*, you want to play the Ultracide Worm. For six mana, you receive an 11000-power attacker with a double breaker. That would be an incredible deal if the Ultracide Worm wasn't an evolution creature. As it stands, you must play it over a parasite worm, which means it only goes into certain decks.



Writhing Bone Ghoul

Ranking: ♦♦♦♦♦

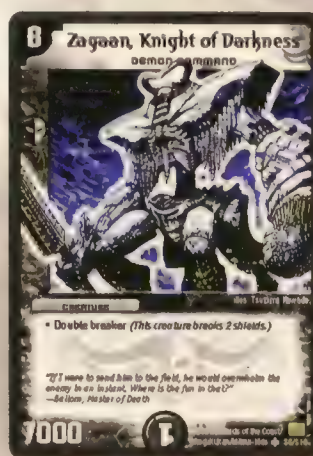
Writhing Bone Ghoul is another average creature compared to the other civilizations. However, Darkness lacks speed and the Writhing Bone Ghoul has that going for it. At two mana, you get a 2000 attacker that can start the aggressions early. It works only in speedy decks or fills out your creature base if you have several other expensive cards, but you should at least consider it.



Vampire Silphy

Ranking: ♦♦♦♦♦

This dark lord is a little difficult to qualify. It costs eight mana for a 4000 attacker, which isn't a good deal. When it enters play, you destroy all creatures of 3000 or less power. It could be huge if that's all your opponent has in play, or it could wipe out creatures on your side. When played correctly, it can have a huge effect on the game.



Zagaan, Knight of Darkness

Ranking: ♦♦♦♦♦

For a finisher, Zagaan has the goods. Tap six mana and you bring a 7000-power attacker into play with a double breaker. That 7000 power is nothing to sneeze at, and he costs less than your other big finishing creatures that usually top seven or eight mana. Almost any Darkness deck will want to run every copy they find of this demon command creature.

Fire Civilization



Armored Blaster Valdios

Ranking: ♦♦♦♦

If you've got humans, you want Valdios. For four mana, Valdios evolves one of your humans to a 6000 attacker and grants a +1000 bonus to all your other humans. It also hits with double breaker. Single-handedly, Valdios can win wars for you.



Artisan Picora

Ranking: ♦♦♦♦

In a speed deck that wants to punch out enemy shields as fast as possible, this creature is solid gold. Its drawback of destroying a mana when it comes into play can hamstring you, so be careful that the Picora goes into the right type of deck. A 2000-power for one mana offers some explosive early game potential.



Armored Cannon Balbaro

Ranking: ♦♦♦♦

One of your humans is going to be super happy when you play this evolution. For three mana, your human pumps up to 3000 power and gains +2000 power attacker for every other human in the battle zone. No doubt it's good, but as far as evolutions go, it's not on the top end of the power level. You'll probably want Armored Blaster Valdios over Balbaro if you can get one.



Astrocomet Dragon

Ranking: ♦♦♦♦

On the attack, the Astrocomet Dragon can reach 10,000 power. Coupled with double breaker, you can drive your opponent crazy with this single dragon if you can cast it. At seven mana, you may not see it as often as you like, and the dragon is always one Darkness destruction spell from the graveyard. It's a lot of expense for one of the big boys.



Armored Walker Urherion

Ranking: ♦♦

If you play a lot of humans in your deck, this guy becomes much better. With another human card in play, the Armored Walker essentially gains +2000 power attacker and leaps into the fray as a 5000-power attacker. Other than that, it's a standard 3000-power creature for four mana, and there are enough of those running around.



Bolshack Dragon

Ranking: ♦♦♦♦

This dragon starts out at as a 6000-power attacker for six mana. For each Fire card in your graveyard, it gains +1000 on the attack. Plus, it has double breaker to spoil two of your opponent's shields with each swing. Its only downside is a six-mana cost that doesn't fit into speed decks, which Fire players have a tendency to find themselves building.

Sempai Legends Card Guide



Bolzard Dragon

Ranking: ♦♦♦♦

Each turn this dragon attacks, your opponent loses a mana card to his graveyard. Your opponent must then deal with a 5000-power attacker, and he has to replay mana to make up for his dwindling pool of resource cards. If the Bolzard Dragon stays out for long, it's game over. Well worth the six-mana cost on this bad boy.



Burning Power

Ranking: ♦♦

For one mana, Burning Power turns one of your creatures into a +2000 power attacker for the turn. That's not bad, but you probably don't want to use up a card doing that when so many Fire creatures already have a built-in power attacker ability—unless you have a special deck that needs that extra oomph to destroy those last enemy shields.



Bombersaur

Ranking: ♦♦♦

Do you destroy this creature or not? That's the dilemma your opponent will be in when the 5000-power Bombersaur hits the battle zone. When it goes to the graveyard, both players lose two mana cards. It could cripple your opponent, but it could also hurt you, so be careful when you play this rock beast. You only want it out when you don't have expensive spells ready to go.



Burst Shot

Ranking: ♦♦♦♦

The spell that can single-handedly slay speed decks, Burst Shot can be an impressive weapon in almost any Fire deck. It's expensive at six mana, but it wipes out all 2000 or less powered creatures and has a spell trigger. Unfortunately, Fire runs several 2000 or less creatures, which could mean heavy damage to your team as well.



Brawler Zyler

Ranking: ♦♦♦

This is a 1000-point attacker for two mana. However, it's a power attack +2000, so it really becomes a 3000-power attacker for two mana. Now that's a good price. In speed decks, Brawler Zyler beats out other two-mana creatures because it has +2000 power attacker and can attack as a 3000-power creature.



Cavalry General Curatops

Ranking: ♦♦♦

Another creature in the school of attacking untapped creatures, the General doesn't last long on the attack since he has only 2000 power. For three mana, though, the flexibility of either attacking your opponent's shields or attacking any enemy creature can be worth it. If you want a little more defense in your Fire deck, think about the General.



Chaos Strike

Ranking: ♦♦

There are a couple of disadvantages to this card. In Fire, it's a passive card, meaning you must hold it in your hand and can only use it when the right situation occurs (namely, that you have a creature out big enough to destroy one of your opponent's untapped creatures). Also, Fire has so many more effective ways of dealing with creatures.



Dogarn, the Marauder

Ranking: ♦♦♦

Dogarn can gain +2000 power attacker for every tapped creature in the battle zone. You can usually make it very big by attacking with your other creatures first and leaving it for last. However, Dogarn resorts back to its 2000 frame after the attack. You can certainly get in once with it, but how long will it last?



Crimson Hammer

Ranking: ♦♦♦♦

Every Fire deck wants to run four copies of this common destruction spell. Against speed decks, it's essential to have a means of offing an early attacker, and later in the game you can always use a Crimson Hammer to get rid of a defensive creature. Unless you know your opponent only carries giant creatures, stock up on one of Fire's staple destruction cards.



Draglide

Ranking: ♦♦♦♦

Attacking every turn isn't a drawback with Draglide (unlike with the Deadly Fighter Braid Claw). With a body so big, you want to attack each turn, and you don't have to fear your opponent's counterattack so much. At 5000 power for five mana, you have a very good attacker that can finish the job in most Fire decks.



Deadly Fighter Braid Claw

Ranking: ♦♦♦

Joining his fellow speedsters, the Deadly Fighter comes out hitting fast. For one mana you get a 1000 attacker that must attack each turn. If you can destroy your opponent quickly, then it's very good. Once a blocker hits, the Deadly Fighter might be dead itself, since it will be forced to attack regardless if it would be smart to do so.



Engineer Kipo

Ranking: ♦♦♦

Here's another double-edged creature. Engineer Kipo comes out of the gates quickly with 2000 power for two mana; however, when he goes to the graveyard, both players lose a mana. Most of the time, this helps you because it slows your opponent down, and you already have at least one creature in play. The times it works against you can destroy your strategy, though.

Sempai Legends Card Guide



Explosive Fighter Ucaru

Ranking: ♦♦♦♦

This ranks high as Fire's most deadly card, to both your opponent and yourself! This 9000-power creature with double breaker costs only five mana. However, you must destroy two mana when Ucaru enters the battle zone. Not much can stop it once it's in play, but if your opponent does shut him down, you've slowed yourself down a ton.



Galsaur

Ranking: ♦♦♦♦

As a finisher, Galsaur can be quite good. For five mana, you get a 4000 attacker who actually grows to an 8000 attacker with double breaker if it's the only creature on your side. But that's the rub. You can't have any other creatures in play to make it worthwhile, and how many times does that happen? If you're running a heavy creature deck, forget about Galsaur.



Fatal Attacker Horvath

Ranking: ♦♦♦♦

Any creature that relies on another race of creatures in the battle zone usually isn't as good as another creature of the same cost. Most of the time, you won't have that other creature race in the zone or you may, briefly, before your opponent destroys it. The Fatal Attacker stays a 2000-power attacker unless you have an armoroid present to pump it up by +2000 on the attack.



Gatling Skyterror

Ranking: ♦♦♦♦

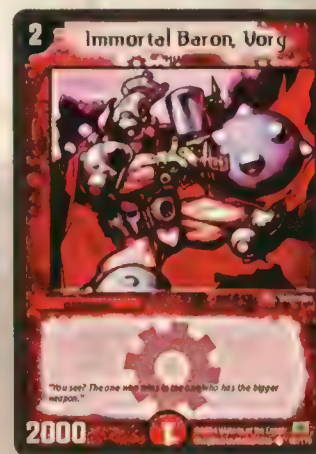
The Skyterror has two great abilities for its seven-mana price tag. First, you get double breaker, which complements a 7000-power frame for some heavy-duty roughhousing. Second, the Skyterror can attack untapped creatures. Each turn, if you want to pile on the destruction, the Skyterror can destroy a 6000 or less creature without damage to itself.



Fire Sweeper Burning Hellion

Ranking: ♦♦♦♦

The Fire Sweeper breaks the mold of the 3000-point attacker for four mana. The Sweeper also comes equipped with +2000 power attacker, so for four mana you get a 5000-power creature on the attack. There may be better creatures out there, but you can't complain about this setup in a common package.



Immortal Baron, Vorg

Ranking: ♦♦♦♦

There's nothing immortal about the Immortal Baron in the battle zone—he dies fairly often with only a 2000-power body—but he's still a reasonable creature for two mana. In speed decks where you need as many cheap creatures as possible, the Immortal Baron fits in to help strike shields early and maybe trade with an enemy creature later.

8 Magma Gazer

Magma Gazer

Ranking: ♦♦♦♦

This card can destroy target blocker or blow up two of your opponent's shields. When you pump up your creature by +4000 power with Magma Gazer and give it double breaker, your opponent has no choice but to throw a blocker in the way or suffer the deadly consequences. In a deck with several smaller creatures, it's probably worth including.

- One of your creatures gets "power attacker +4000" and "double breaker" until the end of the turn. (A creature that has "power attacker +4000" and "double breaker" gets +4000 power while attacking and breaks 2 shields.)

2 Mini Titan Gett

Mini Titan Gett

Ranking: ♦♦♦♦

For two mana, you gain a 2000 attacker. Nothing special there, and it even has the disadvantage of having to attack every turn. Luckily it also has the advantage of power attacker +1000, so the Mini Titan can beef up on the attack and possibly survive an encounter or two. It's not a bad option in a speed deck heavy on creatures.

- This creature attacks each turn if able.
- Power attacker +1000 (While attacking, this creature gets +1000 power.)

"Someday I'll be strong enough to sever battle armor! You'll see!" —Mini Titan Gett

7 Metalwing Skyterror

Metalwing Skyterror

Ranking: ♦♦♦♦♦

The ability to crush an enemy blocker free of charge each attack makes the Metalwing Skyterror a formidable attacker. Your opponent better blow away this 6000-power attacker with a spell, since very few creatures can stop it. Its seven mana edges it into the slow category, so you want this in a control deck rather than a speed deck.

- Whenever this creature attacks, you may destroy one of your opponent's creatures that has "blocker." (Destroy the creature before your opponent can block with it.)
- Double breaker (This creature breaks 2 shields.)

When jumps and claws aren't pretty enough.

5 Nomad Hero Gigio

Nomad Hero Gigio

Ranking: ♦♦♦♦

A 3000-power creature for five mana isn't that impressive. However, the Nomad Hero Gigio can attack untapped creatures, which makes it a potential defensive weapon that can destroy enemy creature after enemy creature each turn. It won't fit in most aggressive Fire decks, but a few other red decks might slip this rare card into the mix.

- This creature can attack untapped creatures.

"Time to move on. So many unexplored worlds; so much flesh to feed!" —Nomad Hero Gigio

5 Meteosaur

Meteosaur

Ranking: ♦♦♦♦

It's the creature with the built-in Crimson Hammer. When the Meteosaur enters the battle zone, it picks off an enemy creature of 2000 power or less. In some decks, the Meteosaur can be a superstar. In other decks where you have several expensive spells, other cards might make the cut above it. It's a judgment call, but definitely worth considering for your Fire deck.

- When you put this creature into the battle zone, you may destroy 1 of your opponent's creatures that has power 2000 or less.

3 Onslaught Triceps

Onslaught Triceps

Ranking: ♦♦♦♦♦

Your momentum can go up to full throttle if you can drop the Onslaught Triceps into the battle zone on the third turn with light resistance. For a 5000 power, it's usually worth sacrificing a mana card when it enters the battle zone. Even in nonspeed decks, you might want the luxury of having a big attacker for low mana, even if it means kissing one of those mana goodbye.

- When you put this creature into the battle zone, put 1 card from your mana zone into your graveyard.

The first to the front lives are the first to taste victory.

Sempai Legends Card Guide



Rothus, the Traveler

Ranking: ◆◆◆

Rothus is very tricky to use. A 4000-power attacker for four mana is excellent and its ability to destroy an enemy creature (even if your opponent chooses it) fits well with the Fire destruction theme. Unfortunately, you must eat a creature, too, when Rothus hits play, so you set yourself back. Timed right, Rothus can work wonders. Timed wrong, he can ruin your game.



Stonesaur

Ranking: ◆◆◆

The Stonesaur's +2000 power attack ability saves it from dropping out of the average range. You must pay out five mana for a 4000 attacker; tack on the power-attacker ability and it becomes a 6000 attacker, which is nothing to slouch at. As with many high-cost creatures, there are better choices out there if you can get your hands on them, but it will do in a pinch.



Rumble Gate

Ranking: ◆◆◆

It's a destruction and pump spell all in one. Rumble Gate gives all your creatures +1000 for the attack and enables them to attack untapped creatures. After the battle, most of your opponent's creatures should be dead if that's your intention. In a speed deck with lots of small creatures, Rumble Gate can power up your offense or provide defense—a nice luxury to have!



Super Explosive Volcanodon

Ranking: ◆◆

The Volcanodon costs four mana and shoots up to a 6000 attacker with its power attacker ability, but it's too vulnerable in its normal 2000-power form. You're better off with another creature unless you don't have that many big attackers in your collection.



Scarlet Skyterror

Ranking: ◆◆◆

Another creature in the whopper category, the Scarlet Skyterror costs eight mana for only a 3000 attacker. Factor in its special ability to destroy all blocker creatures and you could have a game-over card. Against certain deck types it's a great weapon, but it's always an expensive weapon, and there are usually better finishers available.



Tornado Flame

Ranking: ◆◆◆◆

The second of Fire's super destruction spells, the Tornado Flame destroys an enemy creature of 4000 or less power and might even do so for free. It costs a hefty five mana to cast normally, but its spell trigger could erase all that if the right shield flips over. Unless you're already packed with elimination, this goes in your Fire deck.

Light Civilization



Chalias, the Oracle

Ranking: ♦♦♦

A slightly higher cost for a creature with 2500 power, Chalias excels in one ability: It can't die. Whenever it would go to the graveyard, you return it to your hand. It can prove trouble for Darkness and Fire decks with destruction spells, but not Light and Water decks with their big blockers that can deal with the perpetual attacker. You may want a couple Chalias in a Light deck that wants to fight through Darkness and Fire spells.



Emerald Grass

Ranking: ♦♦♦

Emerald Grass arrives in the battle zone fairly quickly and can take care of all the smaller creatures. In defensive Light decks, you can't beat the 3000-power blocker to storm the early onslaught of a fast opponent. As with the other Light blockers, you must find your offense somewhere else and let the Emerald Grass hold the fort.



Diamond Cutter

Ranking: ♦♦♦

In a blocker-heavy deck, Diamond Cutter can be a five-star card. It enables all blockers to attack for the turn, so entire defensive decks are built around the card. However, it's super expensive and somewhat useless in any other type of deck, so it's doubtful you should play it unless you have some specific tricks in mind.



Ethel, Star Sea Elemental

Ranking: ♦♦♦

Ethel can win a long game by herself. For six mana, Ethel arrives as a 5500-power attacker that can't be blocked. That means your opponent loses a shield a turn after Ethel shows up. Unfortunately, as finishers go, losing a shield a turn and doing nothing else isn't good enough. Find another high-powered creature for the same cost if you can.



Dia Nork, Moonlight Guardian

Ranking: ♦♦♦

One of Light's many blockers, Dia Nork gets the benefit of a 5000-power body for four mana. Of course, he can only defend or attack tapped creatures, not players, so it's limited in its offensive capabilities. If you're building a defensive deck and want something to compete with the midrange creatures, include it.



Fonch, the Oracle

Ranking: ♦♦

Like its brother, Miele, this oracle taps a creature when it comes into play. It can combo with another attacking creature to destroy an enemy creature, but by itself it's expensive for a 2000-power attacker. Go with the cheaper Reusol if you want a 2000-power attacker for half the price.

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Frei, Vizier of Air

Ranking: ♦♦♦♦

Most creatures can attack, but they run the risk of an enemy creature counterattacking on the following turn and sending them on a one-way trip to the grave. Frei avoids all that fuss with a special ability that untaps it at the end of your turn. It can counterattack a creature, then untap out of harm's way; or Frei can sneak attack a shield and stay safe the following turn.



Holy Awe

Ranking: ♦♦♦♦♦

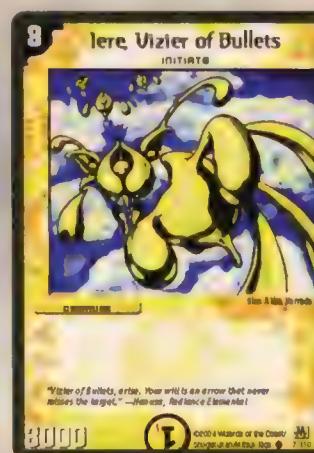
Perhaps the game's best spell, Holy Awe taps all your opponent's creatures when it goes off. As a spell trigger, it can stop your opponent's attack cold and set you up for a completely open counter-attack. Once you have six mana and a lot of creatures in the battle zone, you can play it to remove all defense and walk in for an easy victory.



Gran Gure, Space Guardian

Ranking: ♦♦♦♦

The biggest blocker in the game, Gran Gure can crush just about anything thrown your way. For six mana, you gain a 9000-power creature that can't attack players but can play pretty good defense. Because it can't damage shields without help, you only want to put it in certain decks that need a huge defender to help out with the fortifications.



Iere, Vizier of Bullets

Ranking: ♦♦♦♦

For three mana, you get a 3000-power creature with no special abilities. It's a straightforward creature with no advantages or disadvantages, so put it into your deck when you have a spot to fill in your mana curve. Combined with another civilization like Darkness that's slow, a Light creature like this looks good.



Hanusa, Radiance Elemental

Ranking: ♦♦♦♦

You can pound away with Hanusa. At 9500 power, the elemental can wreck the battle zone, and its double breaker makes it even tougher on your opponent's shields. Seven mana slows it from seeing play, but it's not impossible and may be worth it if you need a finisher in Light. Usually a finisher in another color will do in a double-color deck, though.



Ilocant, the Oracle

Ranking: ♦♦♦

With all the blockers the Light civilization has at its disposal, a 2000-power doesn't seem impressive for two mana. It does get bigger if you have an angel command creature in play, but the odds of that being a factor are slight in any given game. There are better blockers to choose from in Light, so only dip into Ilocant if you're lacking defense.

1 La Ura Giga, Shy Guardian GUARDIAN



La Ura Giga, Shy Guardian

Ranking: ♦♦♦♦

Speed can knock you out of the game fast if you're not careful. Almost every deck needs a small creature or two that they can play to the battle zone early for protection, and La Ura Giga answers that call. For a single mana, you gain a 2000-power blocker. That's enough to stop 75 percent of a speed deck's creatures, which is all you need it to do.

5 Lah, Purification Enforcer BERSERKER



Lah, Purification Enforcer

Ranking: ♦♦♦♦

Head to head, Lah beats another 5000-for-five mana creature, since it has an extra 50 points tacked onto it. Light isn't known for its beefy creatures, so Lah serves the punishment his name implies for the rest of his brethren. You may go to a different civilization for a powerhouse. If you stay in Light, Lah works fine.

6 Ladia Bale, the Inspirational GUARDIAN



Ladia Bale, the Inspirational

Ranking: ♦♦♦♦

A 9500-power creature for six mana! Granted, Ladia Bale is an evolution that must be played over another guardian creature, but you can't beat the bang for the buck. It can also block and has double breaker, making it one of the top creatures in the game.

3 Larba Geer, the Immaculate GUARDIAN



Larba Geer, the Immaculate

Ranking: ♦♦♦♦

As an evolution, Larba leaves little to be desired. When you play it over one of your guardians, you tap all enemy blockers in the battle zone. It could be good, and it also could do nothing. You do gain an upgrade for your guardian to 5000 power, and it costs only three mana, but that's the highlight of this hit-or-miss evolution.

5 Laguna, Lightning Enforcer BERSERKER



Laguna, Lightning Enforcer

Ranking: ♦♦♦♦

Laguna has one of the best abilities that triggers off your attack. Each attack, Laguna allows you to search your deck and pull any spell to your hand. On your next turn, you can use that spell, so your opponent can expect a Holy Awe to cripple his defenses or a Laser Wing to at least minimize them. His 2500 power puts him out of range from spells like Crimson Hammer.

5 Laser Wing



Laser Wing

Ranking: ♦♦♦♦

Being unblockable is usually Water's thing. With Laser Wing, Light duplicates the feat and allows two attackers to slip past your opponent's defenses and knock out two shields. You have to pay five mana for the privilege. Late in the game, though, it could be the final blow in a close battle.

Sempai Legends Card Guide



Logic Cube

Ranking: ♦♦♦♦

Logic Cube allows you to search for any spell and put it into your hand for just three mana. It also comes with a shield trigger that could make the whole thing free. If you can make room, squeeze Logic Cube in to help increase your odds of pulling a Holy Awe (one of the best spells in Light).



Miele, Vizier of Lightning

Ranking: ♦♦

In cooperation with another creature that can destroy the creature you tap with Miele, the Vizier can prove to be a good setup card. By itself, though, it doesn't do much since your opponent's tapped creature recovers after your turn. If the enemy has only a couple of defensive creatures, Miele is a strategic play as you tap the tougher defender out of the way.



Lok, Vizier of Hunting

Ranking: ♦♦♦♦

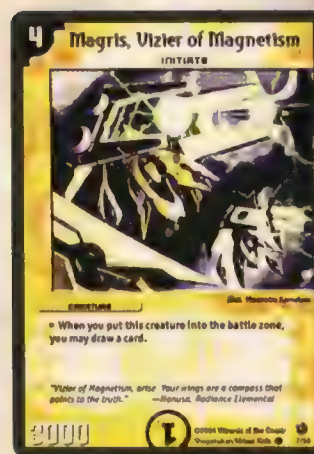
Lok gives you a 4000 attacker for four mana. Not a bad tradeoff, since the 4000 power puts Lok above the reach of most blockers and attackers. You can get a fast start with Lok and even secure the game if you can hit enough times before your opponent can match a 4000-power creature.



Moonlight Flash

Ranking: ♦♦♦♦

As with Light's tapping creatures, Moonlight Flash can set up an attack on your opponent's creatures or clear a path to your opponent's shields. Its four-mana cost makes it affordable for its power level, so consider including this card in any deck that's light on elimination or any deck that needs more offense toward the end of the game.



Magris, Vizier of Magnetism

Ranking: ♦♦♦

When Magris hits the battle zone, you draw an extra card. You can overlook the 3000 body for four mana, since you gain the extra card out of the deal. The more mana you have in play, the better Magris gets, because you can then play the card you just drew instead of waiting a turn. Magris is almost a four-star card based on its utility.



Phal Eega, Dawn Guardian

Ranking: ♦♦♦

Assuming you've played some of your better spells before Phal Eega enters play, this guardian can be insane. For five mana, you gain a 4000 attacker and get to retrieve one of your spells from your graveyard. Before you play your big spells, though, Phal Eega lacks the same authority as other creatures that cost five mana.



Rayla, Truth Enforcer

Ranking: ♦♦♦♦

Rayla is very close to being a must-have in any Light deck. For six mana, you can fetch any spell from your deck and you get a 3000 attacker for the following turn. Most likely, you'll get a finishing card like Holy Awe, so the turn after Rayla shows up, you can go for the win. If you aren't playing with many high-cost cards and have spells to fetch, play it.



Ruby Grass

Ranking: ♦♦♦♦

Like Frei, Ruby Grass can attack tapped enemy creatures, then untap before your opponent's turn so it doesn't have to worry about the counterattack. As a blocker, it can also attack and then block the following turn, possibly destroying back-to-back creatures. You can't go wrong with this Light creature in any defensive deck with a yellow component.



Reso Pacos, Clear Sky Guardian

Ranking: ♦♦♦♦

No surprises here. Reso Pacos packs a 3000-point body in a three-mana card. You could also use here, Vizier of Bullets, and since they're both common cards, you can fill your first couple of Light decks with these healthy bodies. As your deck gets more advanced, you'll probably end up phasing them out of the picture.



Senatine Jade Tree

Ranking: ♦♦♦♦

Another standard fare blocker, the Jade Tree can stop fairly big creatures with its 4000-power strength, so don't discount it. It can't attack other players (though it can cut down enemy-tapped creatures) and will prove limited on offense unless you combine it with a spell like Diamond Cutter. Because it's a common, you may include it in early decks.



Reusol, the Oracle

Ranking: ♦♦♦♦

On the lower end of the cost spectrum, Reusol is an average creature that gives you an equal amount of power for the cost. The 2000-power attacker for two mana can fit into a speedy deck. In other decks, you might look toward Light's larger creatures for a bit more cost. Whether Reusol makes an appearance depends on your deck needs.



Solar Ray

Ranking: ♦♦♦♦

Unless you're building a deck that works off the tapping ability, you probably have better spells in your collection to include in your deck. Sure, it taps a creature and it might go off for free if your opponent happens to choose the appropriate shield during combat, but it's not all that powerful an effect.

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Sonic Wing

Ranking: ♦♦♦♦

Laser Wing and its ability to make two creatures "unblockable" is superior to this Light-weight version. Sonic Wing costs two mana less, but it also cuts your offensive capabilities in half by only allowing one attacker to go on the unblockable mission. For three mana, you can usually find a better creature or spell to take its place.



Toel, Vizier of Hope

Ranking: ♦♦♦♦

Toel's special ability sounds great: "At the end of each of your turns, you may untap all your creatures in the battle zone." And that can prove to be a powerful ability. However, with a 2000 power, Toel will not be around long enough to give you much advantage if your opponent has any form of elimination.



Spiral Grass

Ranking: ♦♦♦♦

The Spiral Grass takes on all comers. It has a small 2500 body, but it untaps after each battle, so if it can defeat a 2000 or less powered enemy, it will be ready to defend all over again. For four mana, however, there are better, straightforward blockers that will defend just as well or better.



Urth, Purifying Elemental

Ranking: ♦♦♦♦♦♦

A 6000-power creature with double breaker for six mana would be a steal on its own. Combine that with a special ability to untap at the end of your turn, and Urth becomes virtually untouchable in combat. You'll need a spell or some funky tricks to take the elemental down. In the meantime, he hangs around as Light's best creature.



Szubs Kin, Twilight Guardian

Ranking: ♦♦♦♦

When you climb up to the five- and six-mana range, you usually want to do more with your mana than summon a good blocker. 6000-power Szubs Kin comes in reasonably at five mana. However, it can't attack, so it's only playing defense for you. If that's what you're looking for, go for it; otherwise, search booster packs for a better creature.



Wyn, the Oracle

Ranking: ♦♦♦♦

Wyn has a cool ability to look at one of your opponent's shields each time it attacks. The problem is that eventually you must trigger one of those shields you didn't like and were trying to avoid. You can time it so the effect under a specific shield doesn't hurt you as bad, but it is worth running around with a 1500 power?

Nature Civilization



Aura Blast

Ranking: ♦♦♦♦

At four mana, a spell had better be good, and Aura Blast can be when played at the right time. Aura Blast pumps up all your creatures with power attacker +2000 for the turn, so your troops can charge in and destroy all the blockers or mow down a bunch of your opponents' shields. If you play a deck that tries to overrun your opponent, try an Aura Blast or two to drive home the coffin nail.



Burning Mane

Ranking: ♦♦♦♦

Like all the other civilizations except Water, Nature gets a 2000-power attack for two mana. In a speed strategy, you can include the Burning Mane into the mix, because you want to clip away at those shields early with as many guys as you can. Later it can serve as extra mana or an emergency attacker if your big guns fail.



Barkwhip, the Smasher

Ranking: ♦♦♦♦♦♦

Barkwhip is an evolution that turns your beast folk into a 5000 attacker and gives all your other beast folk +2000 power when tapped. This evolution does all this and only costs two mana.



Coiling Vines

Ranking: ♦♦♦♦

Another in the standard creature department, the 3000-power Coiling Vines costs four mana, but adds a twist. When the Vines "die," they go straight into your mana zone for some extra acceleration. You win either way, whether it keeps attacking or goes to the grave and picks you up more mana.



Bronze-Arm Tribe

Ranking: ♦♦♦♦♦♦

Any time you can add mana to your zone without too harsh a penalty, it's a very good thing. The three-mana Bronze-Arm Tribe flips the top card of your deck into your mana zone and provides a 1000 body that might attack once or twice. Even without the offense, the Tribe helps speed your deck up greatly.



Deathblade Beetle

Ranking: ♦♦♦♦♦♦

For five mana, you can summon a 3000-power attacker that has +4000 power attacker and double breaker. There's no stopping it on the attack. Deathblade Beetle is only vulnerable after its attack and has been reverted back to its 3000-power form.

Sempai Legends Card Guide



Dimension Gate

Ranking: ♦♦♦♦

Dimension Gate searches your deck for any creature. It costs three mana to do that, which is reasonable; however, Dimension Gate also carries a spell trigger, so you might get that ability for free. If you need a blocker or want a finisher to knock out your opponent, whatever your situation, Dimension Gate can pick and choose from all your options.



Essence Elf

Ranking: ♦♦♦♦

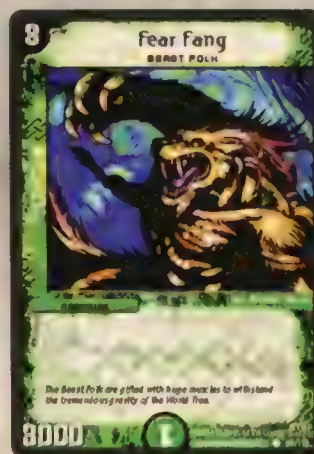
Like his brother Elf-X, the Essence Elf makes all your spells one cheaper when it's in play. Cast the Essence Elf early and your Rainbow Stone spell goes off at three mana. Put two Essence Elves into play and you can cast Ultimate Force on the fourth turn. When the coast is clear, the Essence Elf can even shoot a shield while your opponent's dealing with all your bigger stuff.



Dome Shell

Ranking: ♦♦

Nature has so many good creatures that you don't have to settle for the Dome Shell. It's not bad—a 3000-power creature with +2000 power attacker—but you're spending four mana on it. Look to fill out your deck's mana curve with it, or look elsewhere for something with more brawn or finesse.



Fear Fang

Ranking: ♦♦♦♦

If you need to get as many creatures as possible to knock those shields out before your opponent can play solid defenders, the Fear Fang and its 3000 power for three mana can fit into that scheme, though it's nothing stellar. If you're playing mana acceleration in your Nature deck, you can opt for a better creature that costs a little bit more.



Elf-X

Ranking: ♦♦♦♦

When Elf-X hits play, all your other creatures cost one less mana to play. The 2000-power creature can still attack, but you may not want to risk seeing him in the graveyard or you lose your mana acceleration. Remember that your opponent can't stop you playing a mana during your turn, but he can kill your elf to prevent the bonus. Even so, it's worth the risk to get your big guys out faster.



Fighter Dual Fang

Ranking: ♦♦♦♦♦

How about a big attacker that also helps your mana acceleration? You can throw this evolution on one of your beast folk and you suddenly gain an 8000 attacker with double breaker that puts the top two cards from your deck into your mana zone. For six mana, you start the beatings and set up your deck for another big play. Not bad for one card.



Forest Hornet

Ranking: ◆◆◆

The Forest Hornet is a step up from the Fear Fang. It still offers a power-to-mana formula with its 4000 body for four mana, but the four mana rises it above the smaller creature and could make it a force in the battle zone. Unless you know your deck can play bigger creatures with its extra mana sources, the Forest Hornet is a fine start.



Leaping Tornado Horn

Ranking: ◆◆◆

A 2000-power creature for three mana is nothing to write home about, except the Leaping Tornado Horn has a special power attacker ability. While attacking, the Tornado Horn gains +1000 for every other creature you control in the battle zone, so in a speed deck with lots of creatures, he can become huge very fast.



Fortress Shell

Ranking: ◆◆

The Fortress Shell costs an almost unattainable nine mana and only gives you back a 5000-power creature. However, in Nature decks that generate tons of mana, you may want to take advantage of the Fortress Shell's powerful mana-denial ability of destroying two of your opponent's mana cards.



Mana Crisis

Ranking: ◆◆◆

If you want to go the mana-denial strategy and start nuking your opponent's mana zone, then you want to include four copies of Mana Crisis. As a shield trigger, it might destroy an opponent's mana without costing you a thing. Outside of a mana-denial strategy, you probably don't want to bother with slowing down your opponent at the cost of four mana.



Golden Wing Striker

Ranking: ◆◆

For three mana, expect a 2000-power creature that gets through to your opponent's shield once in a while, but usually gets knocked off the following turn. The +2000 power attacker ability makes the Golden Wing Striker tough to tackle on its attack, but the weaker 2000 body the following turn leaves it very vulnerable to counterattack.



Mighty Shouter

Ranking: ◆◆◆

In a roundabout way, the Mighty Shouter is another of Nature's mana acceleration creatures. When the Shouter gets the axe, it goes into your mana zone. Until then, you get a 2000-power attacker that can potentially do some damage. If you can take down another creature in the process, you still come out ahead in the mana department.

Sempai Legends Card Guide



Natural Snare

Ranking: ♦♦♦♦♦

It sounds bad to give your opponent some extra mana, but when you can destroy his best creature in the process, it's a deal you'll repeatedly make. Much like Terror Pit, the spell trigger on Natural Snare makes it an incredible weapon, since a lucky shield trigger in combat means you nuke an opposing creature for free.



Poisonous Mushroom

Ranking: ♦♦♦♦

To play those huge brutes, you want a lot of mana. The Mushroom can give it to you, but at the expense of chucking a card out of your hand, which could prove vital later on. In certain decks this strategy can work; in others, you hurt yourself too much when you discard. Experiment with the Poisonous Mushroom at your own risk.



Pangaea's Song

Ranking: ♦

Each turn you get to choose one of the cards in your hand and place it into your mana zone if you like. If you want mana, though, you could just play Pangaea's Song as that bit of mana, rather than destroying one of your own creatures to become that new mana. There aren't very many uses for this card, unless your only goal is to gain as much mana as possible to cast a super-large creature.



Rainbow Stone

Ranking: ♦♦♦

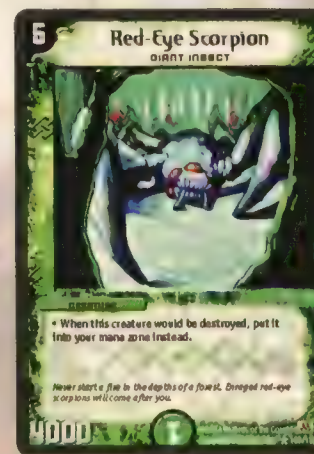
If you play a deck without many different civilizations, you may want Rainbow Stone to fetch a matching colored card so you can cast what's in your hand. Other than that, four mana for this spell can be costly when you have many other spells and creatures to build your deck around. For mana acceleration, there are also cheaper creatures that do it better.



Poisonous Dahlia

Ranking: ♦♦

Nature's theme of creatures that aren't attackers and aren't really blockers don't usually pan out in the battle zone. You can play the Poisonous Dahlia for four mana and gain a 5000-power creature, but it can't block or attack. It just sits there and waits to counterattack if a creature smaller than it attacks and taps out.



Red-Eye Scorpion

Ranking: ♦♦♦♦

The Scorpion costs a tad more than other good 4000-power creatures, except those other creatures give you an extra mana when they go to the graveyard. If your deck needs the mana to get out its giant-cost creatures, Red-Eye is fine. Just don't expect to fly it solo to the finish line.



Roaring Great-Horn

Ranking: ◆◆◆

On face value, an 8000-power creature with power attacker and double breaker should rank higher than three stars. However, you have to pay seven mana for the Roaring Great-Horn, which slows you down unless you're playing a mana-acceleration game with Nature. The power attacker is only +2000, which doesn't really matter at that level either.



Silver Fist

Ranking: ◆◆

After reading through all of Nature's creatures, you won't be too impressed with the Silver Fist. It's not bad for a four-mana creature. You do, after all, get a 3000-power creature with +2000 power attacker grafted on. But you don't get anything else special, and we know there's a lot of special things out there in the Nature cards.



Rumbling Terahorn

Ranking: ◆◆◆◆

Five mana for a 3000-power creature is expensive, and you don't want too many of those floating in your deck. However, the Rumbling Terahorn is a big exception with its ability to go find any creature you want from your deck. When you're ready, you can recover a big finisher, or get that mana accelerator to crank up the mana.



Stampeding Longhorn

Ranking: ◆◆◆

Here's a creature that's quasi-unblockable. Creatures of 3000 or less power can't block the 4000-point Longhorn; however, creatures that can destroy it, can block it, so that could be a significant problem. If you want to skirt most blockers, you can recruit the Stampeding Longhorn or you could look for another similar creature.



Silver Axe

Ranking: ◆◆◆

For a 1000-power attacker that costs three mana, it had better have a good ability, and the Silver Axe doesn't disappoint. Each time it attacks, you get to flip the top card of your deck into your mana zone. Once pays for the creature's expense; twice makes it a worthy investment. The Silver Axe fits perfectly into the mana-acceleration strategy.



Steel Smasher

Ranking: ◆◆

The Steel Smasher can provide a defense of sorts for the Nature player. It throws itself out early and challenges smaller opposing creatures to attack and perish in the counterattack. In Nature, you usually want to be more aggressive than that, so the Steel Smasher ends up off the team more often than a starter.

Sempai Legends Card Guide



Storm Shell

Ranking: ♦♦♦

You are paying a whole lot for a 2000-power creature when you slam down seven mana for the Storm Shell. It does destroy an opposing creature, except your opponent gets to pick that creature—and it might not be the one you'd send to the graveyard. At such a high cost, there are many better Nature creatures to choose for your deck.



Tri-Horn Shepherd

Ranking: ♦♦♦♦♦

When you want some fast beatings, you can try the 5000-power Tri-Horn for mana. Other similar creatures such as Fire's Draglide can put on a good show too; however, Nature has all kinds of mana acceleration, which means you might see the Tri-Horn as early as the third or fourth turn. A 5000-power attacker that early could be a huge problem for your opponent.



Thorny Mandra

Ranking: ♦♦♦♦

Another mana-producer of sorts, the Mandra allows you to put a creature from your graveyard into your mana zone when it enters the battle zone. This can help you pick up extra mana if you have a creature there. If you don't, the Mandra is too expensive for a 4000 body. Bottom line: If you find you have dead creatures when you normally cast the Mandra, it's fine. Otherwise, no.



Ultimate Force

Ranking: ♦♦♦

Anyone would love to have two extra mana in their mana zone. It helps you build up to play massive creatures that will make your opponent quit when he sees them. The spell costs five mana, which means you won't get a benefit out of it early and you will probably gain the extra mana at the expense of playing a really good creature that turn.



Tower Shell

Ranking: ♦♦♦♦

At six mana, you get a decent creature in the Tower Shell. You can pound away with a 5000-power creature that can't be blocked by creatures of 4000 power or less, which means you can skirt most blockers. Like the Stomping Longhorn, the creatures that can block you can also destroy you, so the ability could fail you big time.



Xeno Mantis

Ranking: ♦♦♦♦

For seven mana, you get a 6000-power creature with double breaker. Even if an enemy creature wanted to step in front of it and take it for the team, only creatures with 6000 or more can do so. It can be a fearsome attacker, if a bit expensive, so consider it if you don't have a wealth of large Nature attackers to pull from.

Water Civilization



Aqua Bouncer

Ranking: ♦

The Unicorn Fish already has the bounce effect and it costs two less mana to cast than Aqua Bouncer. The blocker ability comes in handy, but not when you have a 1000-point creature as the recipient. With six mana, you should be looking for a big finisher creature, not a 1000-power creature with a few tricks up its sleeve.



Aqua Shooter

Ranking: ♦♦

One of Water's few blockers that can attack, the Shooter still only amounts to a 2000-power creature. It can both block and attack, but it costs a lot for that luxury. As a common, you may rely on the Aqua Shooter early in your dueling career, then switch it out after you have some wins under your belt.



Aqua Hulus

Ranking: ♦♦♦♦

Cast the Aqua Hulus and you draw a card to replenish the card you just played. It costs three mana for a 2000-power creature, but if you have enough mana in play, it's really like playing a small creature for free. At worst, the Hulus sets you back a turn before you can pick back up with the new card you just drew.



Aqua Sniper

Ranking: ♦♦♦♦

If you can climb up high enough to cast the Aqua Sniper, you'll be rewarded with a powerful ability. On top of a 5000-power attacker, eight mana nets you the ability to return two of your opponent's creatures to his hand. After working so hard to get his creatures into play, you set your opponent back at least a turn recasting both his cards.



Aqua Knight

Ranking: ♦♦♦♦

When you shell out five mana for the Aqua Knight, you summon a 4000-power attacker. Normally, that wouldn't be good enough to make the cut. The Knight, however, never dies. It instead returns to your hand. So each turn, you could end up playing it repeatedly to haunt those troublesome destruction decks.



Aqua Soldier

Ranking: ♦♦♦♦

Where the Aqua Knight costs five to replay when it dies, the Aqua Soldier costs only three. Even with just a 1000-power body, the Soldier becomes a better bargain as you can usually play another card with the Soldier, so it doesn't consume your whole turn playing it. Given time, Aqua Soldiers can be very hard to deal with.

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Aqua Vehicle

Ranking: ♦♦

Water doesn't cast creatures quickly, as illustrated by Aqua Vehicle. If it were a tank, you could live with the two mana, but it's not—you have to live with a 1000-point creature for two mana. Send it riding off to uncharted waters and pick other creatures to fill your deck with, given enough choices.



Corile

Ranking: ♦♦♦♦♦

Corile offers the ultimate in bounce. You remove a creature from the battle zone, and you stick it on top of your opponent's deck so he has to draw it the next turn. It's double denial! You clear the battle zone for your attackers and slow up your opponent by clogging up his card drawing.



Brain Serum

Ranking: ♦♦♦♦

Drawing two cards by casting one card sounds like a solid investment. Paying four mana for the privilege can be a bit steep, since you'll probably skip your turn for the cards. Brain Serum comes equipped with a spell trigger so there will be times where the card drawing happens free of charge and makes it all worthwhile.



Crystal Lancer

Ranking: ♦♦♦♦♦

One of your liquid people just got a whole bunch bigger with this evolution. For six mana, you transform a smaller creature into an 8000-power juggernaut that can't be blocked and strikes with double breaker. If Crystal Lancer weren't an evolution and limited to just playing on liquid people, it would surely be a five-star creature.



Candy Drop

Ranking: ♦♦♦♦

Would you rather have a 9000-power attack with double breaker that can be stopped by blockers, or the 1000-power Candy Drop that can't? It all depends on what stage of the game you're in. In a race to beat your opponent to the last shield, it's nice to have a creature that can't be stopped, except by a removal spell or on the counterattack.



Crystal Memory

Ranking: ♦♦♦♦♦

It's another spell trigger that looks so much better when you end up playing it for free. Crystal Memory allows you to search your deck for any card and put it into your hand, so you can fetch a key destruction spell or a clutch creature that immediately goes into play on the following turn. Four mana is a little expensive, but not when you gain a game-winning card.



Crystal Paladin

Ranking: ◆◆◆◆

Another evolution that targets liquid people, the Crystal Paladin can devastate your opponent's defense. For four mana, you upgrade one of your liquid people to a 5000-power attacker and return all blockers in the battle zone back to their owner's hands. It's great for you on the attack if your opponent has loaded up on defense, but it could also weaken your own blocking defenses.



Hypersquid Walter

Ranking: ◆◆◆◆

If only Walter had more than a 1000-power body! His ability can be huge, as you draw an extra card each time he attacks. Unfortunately, that's often infrequent, depending on your deck's spell collection. Get him through once and he's almost an Aqua Hulus. Strike twice with him and he's a keeper.



Faerie Child

Ranking: ◆◆◆◆

Between the Candy Drop and the Faerie Child, Candy Drop wins out. The 2000-point Faerie Child costs one mana more, and since both creatures can't be blocked, the extra 1000-power on the Faerie Child doesn't matter much. Any creature that can counterattack will be 2000-power or higher, so you're just throwing away an extra mana over the Faerie Child. Some decks that rely on the unblockables to attack run both creatures.



Illusionary Merfolk

Ranking: ◆◆◆◆

If everything works out and you actually trigger its ability, the Illusionary Merfolk shoots up to a four- or five-star card. However, you are paying five mana for a simple 4000-power creature. In order to gain the extra three cards, you must have a cyber lord in play, and there aren't that many of them to go around.



Hunter Fish

Ranking: ◆◆◆◆

Like the Light civilization, Water has some good blockers like the Hunter Fish. With a 3000-power frame for two mana, the Hunter Fish can stop speed decks dead in their tracks, so don't underestimate its effectiveness. The difference is that the Light blockers are better because they can attack creatures and Water's blockers cannot.



King Coral

Ranking: ◆◆◆◆

Three mana on a 1000-power creature that has blocker is a throwaway. If you want an attacker, you can get much more for three mana. If you want a blocker, you can get much more for three mana. The King Coral doesn't live up to its lofty title. Leave it out of your Water deck unless you have no other creatures.

Sempai Legends Card Guide



King Depthcon

Ranking: ♦♦♦♦♦

Let's just say that when the King makes an appearance, your opponent must come up with an answer fast or he will eventually bow before him. For seven mana, Depthcon packs a 6000-power body, double breaker, and the ability to *not* be blocked. Each turn you attack, your opponent automatically loses two shields and the pressure is on.



Marine Flower

Ranking: ♦♦♦♦♦

As far as defense goes in a Water deck, you probably want to include four copies of Marine Flower. For one mana, you can create a 2000-power blocker that can stop an early creature rush. It's not an ideal draw late in the game, but you can still throw it out there to slow down your opponent and, since it's so cheap, you can still fire off another spell.



King Nautilus

Ranking: ♦♦♦♦♦

Assuming your whole deck is full of liquid people, this 6000-power creature can be game over even before it attacks. It costs eight mana, but it turns all your liquid people into unblockable assassins. Depending on the shield situation, you may be able to attack with all your liquid people for the win as soon as Nautilus shows up.



Phantom Fish

Ranking: ♦♦♦♦♦

The Phantom Fish falls right in the middle of the power spectrum. If you need a decent blocker, it's there for three mana. If your deck needs more attackers than blockers, get some of the cheaper or bigger blockers. When push comes to shove, most Water decks won't find room for it in the end.



King Ripped-Hide

Ranking: ♦♦♦♦♦

When this king hits the battle zone, you draw two more cards. Those cards help you fuel up for the future, but when you play a seven-mana card, there may not be much future left. You want the most you can for high-cost cards, and King Ripped-Hide only gives you a 5000-power attacker as an immediate bonus. That might not be enough to bring the battle home.



Plasma Chaser

Ranking: ♦♦♦♦♦

You pay six mana and in return land a 4000-power attacker. When the Plasma Chaser attacks, you draw cards equal to the number of creatures your opponent has in the battle zone. That could be 10 or it could be none. Most of the time, this ability makes the Plasma Chaser worth including in your deck. Sometimes it won't.

2 Recon Operation



• Look at up to 3 of your opponent's shields. Then put them back where they were.

That's not a puddle....



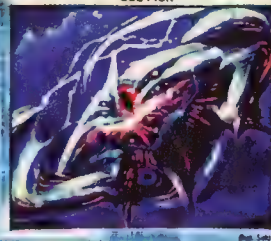
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Recon Operation

Ranking: ♦

The information you gain from a Recon Operation can be valuable. No matter what you do, however, you must trigger those opposing shields eventually, so decide if it's worth it to spend a two-mana spell to find out all that information. Most of the time you would probably rather cast a creature with that mana or have a defensive spell ready to go.

4 Scissor Eye



The shores of the Fire territory turned blue as waves of Water creatures landed.



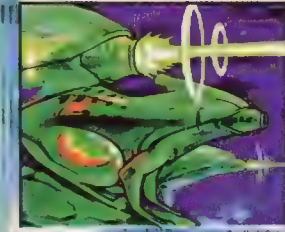
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Scissor Eye

Ranking: ♦♦

Scissor Eye costs four mana and you get a 3000-power body. Nothing special about it. The Scissor Eye can attack and counterattack on tapped creatures, but there might be better choices in your collection to fill the mana spot. If not, play with it until you develop your card pool, then switch it out.

4 Revolver Fish



• Blocker (When an opponent's creature attacks, you may tap this creature to stop the attack. Then the two creatures battle.)
• This creature can't attack.



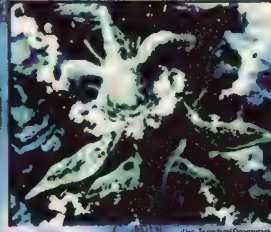
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Revolver Fish

Ranking: ♦♦

Although it can block with the best of them, the Revolver Fish really suffers from the can't-attack-anything penalty. For four mana, you gain a 5000-power defender, which slows down the assault, but it can destroy creatures only when they attack, and you know your opponent won't be attacking if it means his creature will be destroyed.

6 Seamine



If the last thing in your life you want to see is something beautiful, attack an underwater city.



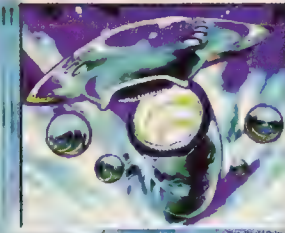
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Seamine

Ranking: ♦♦

Seamine is a Water blocker but doesn't have the can't-attack penalty—good thing, because you already have to pay six mana for a simple 4000-power body on the creature. The luxury of the Seamine is playing a creature that can block for you the turn it comes into play, then attack the following turn as a decent-sized aggressor.

5 Saucer-Head Shark



• When you put this creature into the battle zone, return each creature in the battle zone that has power 2000 or less to its owner's hand.

"Isn't it cool? The heads can be combined." —Thopko



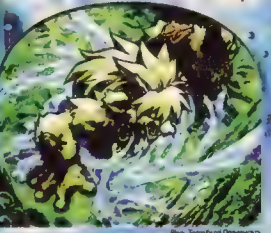
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Saucer-Head Shark

Ranking: ♦♦♦♦

It's possible to bounce your opponent's entire army back to his hand. The Saucer-Head Shark returns all creatures with 2000 or less power to each owner's hand, so don't inadvertently sweep all your creatures back to your own hand. When the Shark clears the battle zone, you can attack with your other creatures and follow up with its 3000-power frame next turn.

2 Spiral Gate



• Shield trigger (When this spell is put into your hand from your shield zone, you may cast it immediately for no cost.)
• Choose 1 creature in the battle zone and return it to its owner's hand.



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Spiral Gate

Ranking: ♦♦♦♦♦

You must play four copies of this spell if you choose to represent the Water civilization. It's a cheap spell—either two mana cast naturally, or zero if cast through its spell trigger—and its powerful ability to return any creature to your opponent's hand will save your skin several times. You can force your opponent to skip a turn when he has to recast the huge creature he tried to cast the turn before.

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Stained Glass

Ranking: ♦♦♦

Against a Darkness, Light, or Water opponent, Stained Glass doesn't even belong in your deck. Against a Fire or Nature opponent, it shines. The 1000-power creature costs three mana and gives you a frightening ability against Fire and Nature: Each attack it can return one Fire or Nature creature to your opponent's hand.



Tropico

Ranking: ♦♦

When you read its text, Tropico seems to have "unblockability" built into him. However, it only works if you have two other creatures in play with him. Against certain destruction decks, this is impossible, so you can't rely on the ability. Otherwise, a 3000-power attacker for five mana doesn't make the grade.



Teleportation

Ranking: ♦♦♦

If you want a strong bounce theme in your deck, run Teleportation. At five mana, though, it's not for every deck. Its ability to return two creatures back to your opponent's hand can slow him up enough for you to overtake him in the shield race. Teleportation rules if you can return two high-cost creatures and your opponent can't replay them both the following turn.



Unicorn Fish

Ranking: ♦♦♦

This fish has Spiral Gate built into it. Cast the 1000-power Unicorn Fish and you can return any one creature to its owner's hand. Most of the time this is your opponent's biggest creature, but there could be times when you want to bounce your own. If you have a Chaos Worm in play, for example, you might want to return it to replay for its destructive power.



Thought Probe

Ranking: ♦♦

The rewards for Thought Probe are sweet: draw three cards! The conditions on it are limited, though. You can draw the three cards only if your opponent controls three or more creatures. If you play a deck heavy on destruction or bounce, you may not want Thought Probe, because it won't fire off much, while a deck without ways of knocking off creatures could thrive off it.



Virtual Tripwire

Ranking: ♦

If you want to tap things, head over to Light; it does it much better. To spend three mana on a spell that only taps a single creature is a waste unless you want to add it to a deck based around the tapping theme. In all other Water decks, the space Virtual Tripwire takes up would be better served with any creature or another spell.

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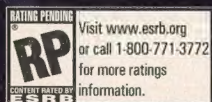
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